THE PLAYSTATION 3 MAGAZINE

PSM3

December 2007
Issue 94 £3.99
www.psm3mag.com

PlayStation 3 | PlayStation 2 | PSP

WORLD EXCLUSIVE REVIEW!

ARMY OF TWO

EA's blistering co-op shooter – ONLY in PSM3

PLUS!

HUGE PS3 GUIDE!

40Gb or 60Gb? Your ultimate guide to PlayStation 3

Future MEDIA WITH PASSION

DECEMBER 2007 £3.99

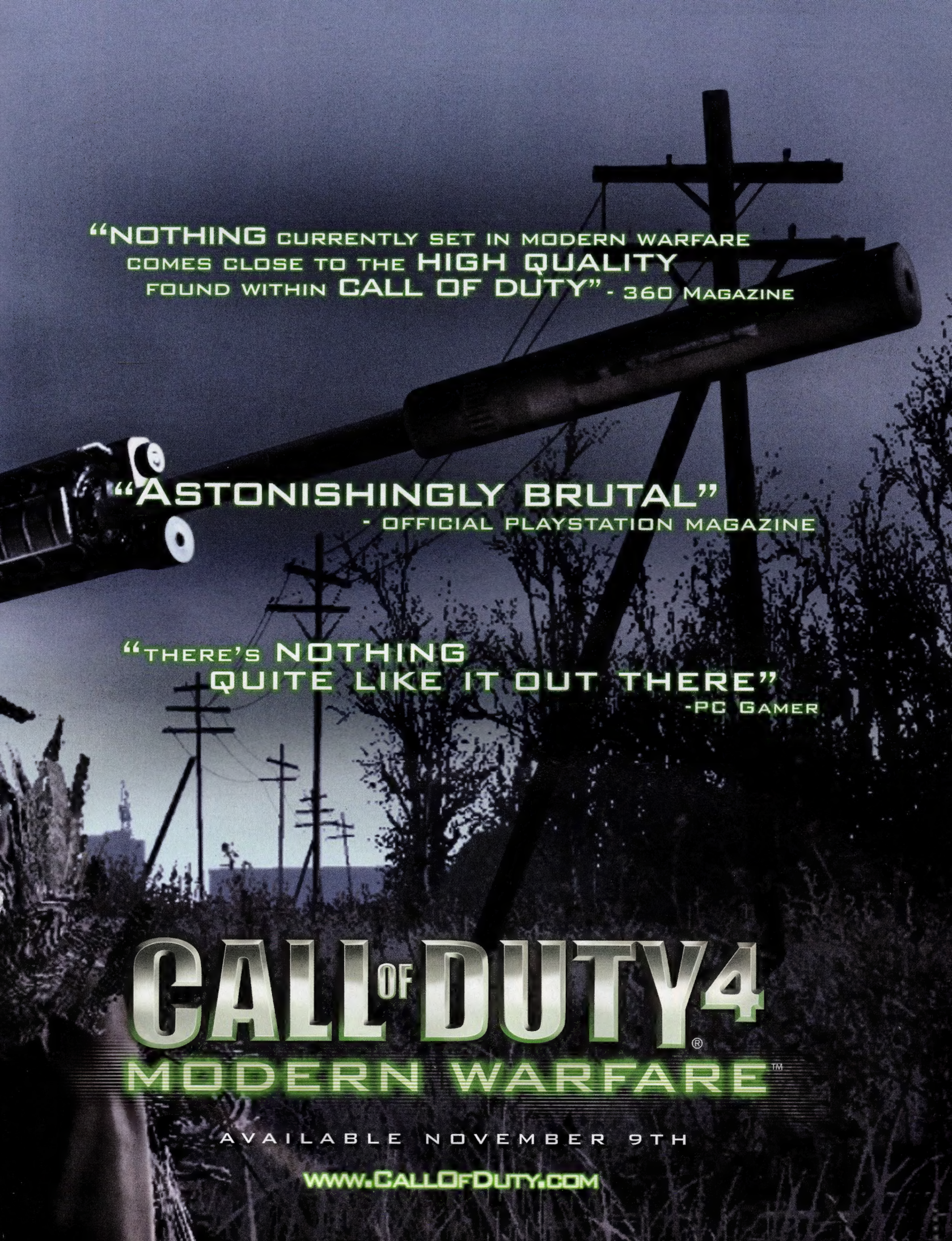
9 771752 262008 12>

15

PLUS!

DualShock 3 Win! £2000 bike **DMC4**
Sitar Hero Mr Driller **Skate bails...**

© 2007 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks and Modern Warfare is a trademark of Activision Publishing, Inc. All rights reserved. This product contains software technology licensed from Id Software ("Id Technology"). Id Technology © 1999-2007 Id Software, Inc. "PlayStation," "PS", "PlayStation" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO AND NINTENDO DS ARE TRADEMARKS OF NINTENDO. All rights reserved. All other trademarks and trade names are the properties of their respective owners.


"NOTHING CURRENTLY SET IN MODERN WARFARE COMES CLOSE TO THE HIGH QUALITY FOUND WITHIN CALL OF DUTY" - 360 MAGAZINE
"ASTONISHINGLY BRUTAL"
- OFFICIAL PLAYSTATION MAGAZINE
"THERE'S NOTHING QUITE LIKE IT OUT THERE"
-PC GAMER
CALL OF DUTY 4
MODERN WARFARE
AVAILABLE NOVEMBER 9TH
WWW.CALLOFDUTY.COM

SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
SIGNAL LOST
S.O.S.
S.O.S.
S.O.S.
S.O.S.
S.O.S.
S.O.S.
"DILEMMA" DOESN'T BEGIN TO DESCRIBE IT.
MASS EFFECT
Saren's forces are spreading. And their goal is clear: the extermination of all organic life. How do you decide who to save? Who to let perish? Life and death decisions await at every stop as you scour a universe of over 32 stars and planets. Don't forget your map. xbox.com/masseffect
12
Microsoft game studios
BIOWARE CORP
Jump in.
XBOX 360 LIVE

Mass Effect Engine © 2002-2007 BioWare Corp. All rights reserved. BioWare Corp., the BioWare Corp. logo, BioWare and the BioWare logo, Mass Effect and the Mass Effect logo, and the Mass Effect Engine are either registered trademarks or trademarks of BioWare Corp. in the United States and/or other countries. © 2007 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

PSM3 Start

"40gb or 60gb? Pah – it's about playing games"

Whether you've just bought PS3 (turn to page 52 now) or been here since launch, it feels, oddly, like starting fresh. After months of so-so games – save the odd gem like *Warhawk* or *Oblivion* – the big hitters are *finally* here – like *Pro Evo 2008* (surprise verdict on page 62), *Tony Hawk's Proving Ground* (exclusive review on page 74) and *WWE Smackdown Vs Raw 2008* (page 68) – oh, and EA's innovative, infuriating but compelling *Army Of Two* (world-first verdict on page 20). While the future's stupidly bright (see page 59), frankly, we're *sick* of living for tomorrow. Whack your PS3 under your TV, crank up *Skate* or *MotorStorm* and tell us all about it on psm3mag.com. Sony might bang on that 'This is Living', but PS3 is only waking up...

Daniel Dawkins Editor
psm3@futurenet.co.uk

In the making of this issue of PSM3...
One big debate about *Army of Two*
74 mis-hit shots
3 small nervous breakdowns

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

The most committed videogame mag team
The PSM3 team live and breathe PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
We've got the best DVD in the business. We cram it with the best PS3, PS2 and PSP games each and every month. For free.

Three to read first...

"One of the swearest games to hit PlayStation 3 yet"
But is there more to **Army Of Two?** Exclusive review – page 20

"Read sexy mags to restore your psyche"
MGS4 will be as barmy as ever – page 30

"Which PS3 do you choose? The 40gb model, or the 60gb one?"
Read our **Ultimate PS3 Guide** and decide for yourself – page 52

PSM3 December 2007 Issue 94 psm3mag.com
The PlayStation 3 Magazine

Start

10 Frontline
Why is the rumble pad delayed until next year? Industry experts reveal all.

20 Army Of Two
It's here – Rios and Salem bring the fight to PS3 in our exclusive review.

30 Metal Gear Solid 4
Even more on PS3's most-wanted.

36 Previews
Wet 36 Devil May Cry 4 38
Silent Hill 5 40

44 Your Space: Letters
Rants, raves and rumbles from readers. Plus see who made it into our MySpace Top Eight this month.

48 Reader Critic
Think reviewing is easy? You try it.

49 YouTube
The greatest gamer videos around.

52 Ultimate PS3 guide SPECIAL FEATURE
New to PS3? Want expert tech tips? Flip to our essential hardware guide now.

61 Reviews

Army Of Two	20
Pro Evolution Soccer 2008	62
FIFA 08	66
WWE Smackdown Vs Raw 2008	68
Jericho	70
The Eye Of Judgement	72
Tony Hawk's Proving Ground	74
Juiced 2: Hot Import Nights	78
Conan	80
Bladestorm: The 100 Year War	82
Dynasty Warriors Gundam	82
Naruto Ultimate Ninja 2	82
Dungeons & Dragons Tactics	82
Spider-Man: Friend Or Foe?	82
Moto GP 07	83
Ben 10	83
EyeCreate	83
FIFA 08 PSP	83
Pursuit Force: Extreme Justice	83
All-Pro Football 2K8	84
LocoRoco Cocoreccho	84
Pixel Junk Racers	84
Star Wars Battlefront: RS	84
Disgaea: Afternoon Of Darkness	84
SWAT: Target Liberty	85
Sega Rally	85

"PS3's most anticipated co-operative shooter" COVER FEATURE

Army Of Two exclusive review – page 20

86 Extended Play
Playing PlayStation longer, harder, deeper.

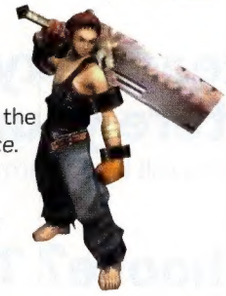
86 Celebration
Hurtling down mountains in *SSX*, PS2's finest extreme sports series.

88 Genius
The 10 most amazing moments in the legendary *Metal Gear 2*.

92 Exploits
Discover and own all the spots in EA's quite fantastic *Skate*.

94 Secrets
Giant spiders all over your ass in the little-known *Global Defence Force*.

95 Easter Eggs
'Hilarious' hot beverage antics in the otherwise humdrum *Lair*.



96 Online
Smearing the opposition with muck – we take *Sega Rally* online.

98 Classic
Why *Deus Ex* is one of the most mould-breaking games of all time.

100 Nation
How The *Simpsons Game* falls foul of censorship. Boo, hiss.

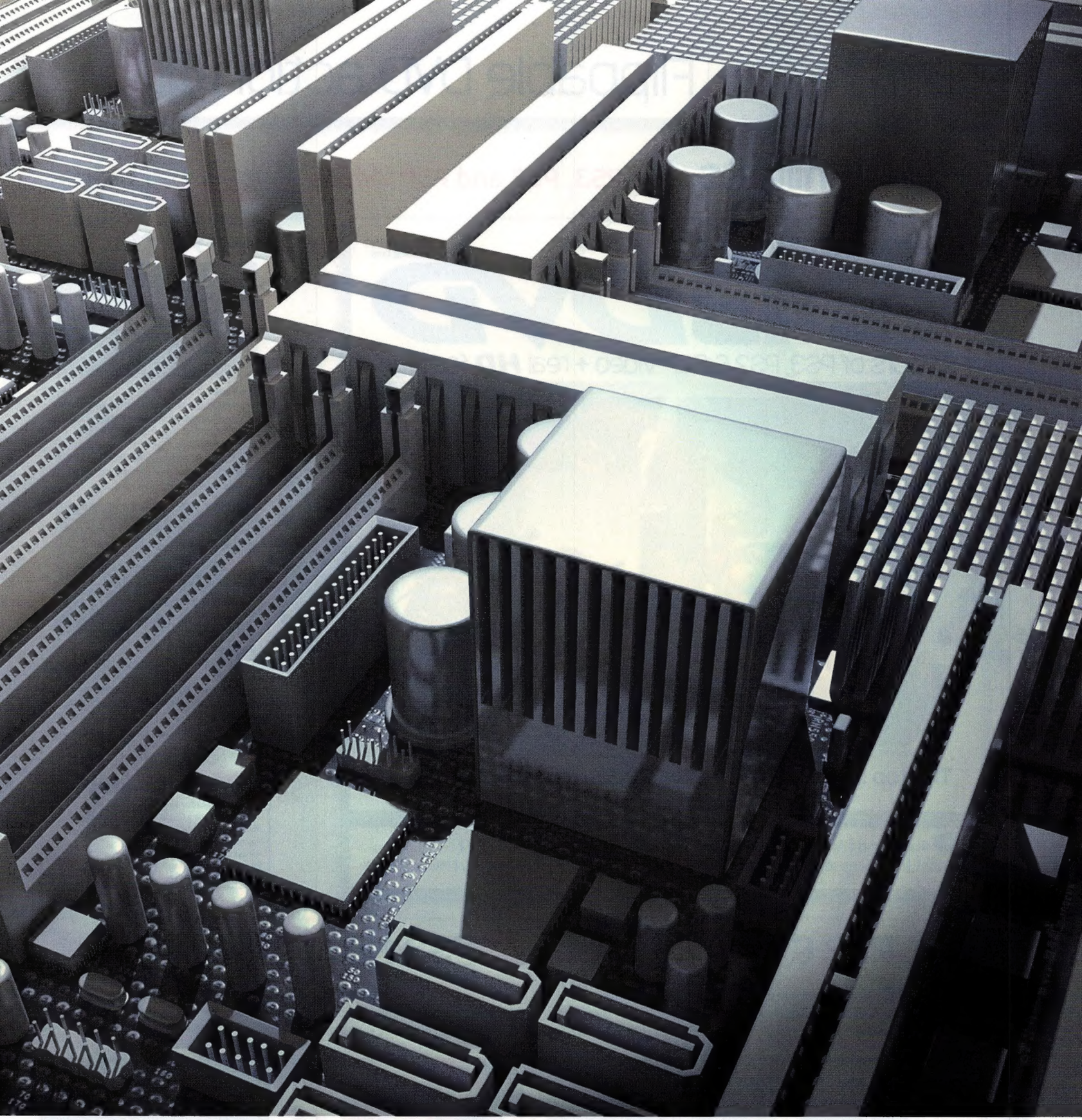
102 Browser
PS3 Playlist 102 Movies 102 XMB In-Depth 103 PS2 Playlist 104 Why Didn't Anyone Buy...? 105 Charts 105 PSP Playlist 106 Nice Apps 107 Early Warning System 107

113 Next Month
What's coming up in issue 95.

114 The Last Laugh
Funnier than the funniest thing ever.

"Next-gen varnish can't cover the cracks"

Why Smackdown 2008 isn't the wrestling revolution we'd hoped – page 68



Without your computer expertise we wouldn't get off the ground.

The RAF uses some pretty impressive hardware. As a result, we rely on some even more impressive software. We need Communication and Information Systems Specialists to supervise and oversee one of the biggest, most technologically advanced networks in the world. This net needs to draw in all available battle information and link it to our aircrafts' weapons systems. It isn't only vital to the RAF. It's vital to the country. Simply put, without you, the RAF can't take off.

Text SYSTEM followed by your email address to 88RAF (88723)
rafcareers.com

ROYAL AIR FORCE

The Royal Air Force values every individual's unique contribution, irrespective of race, ethnic origin, religion, gender, sexual orientation or social background.

Flippable DVD action

DVD Highlights New PS3, PS2 and PSP videos

THE PLAYSTATION.3 MAGAZINE

PSM3 DVD

For more videos, go to: www.psm3mag.com

Over 2 hours of PS3, PS2 & PSP video + real HD footage

The top 50 PS3 games. The ultimate buyer's guide.

FEATURING Rock Band | Army Of Two | Ratchet and Clank: TOD | Assassin's Creed | GT5 LittleBigPlanet | The Simpsons Game | Unreal 3 | Haze | Call Of Duty 4 | Silent Hill 5 | MGS4 | More

SIDE 2: HOW TO

Copy your HD files onto your PS3

Step one
You need to download the hi-def movies onto your hard drive to view them properly. Insert Side B of the disc into your PS3, then click across to Video on the cross-media bar. Select the disc and press △. Choose Display All from the menu, and highlight the trailers you want to Copy and download.

Step two
The trailers will download to your hard drive in a few minutes or less. When they're done, they'll appear as rolling video thumbnails – click ⊗ to play your chosen HD movie. Enjoy.

recycle

Respect the Environment

Throwing away old or surplus discs?
If you would like your CDs and DVDs to be recycled rather than put into landfill, please post them to:
Polymer-Reprocessors,
Reeds Lane, Moreton, Wirral, CH46 1DW
Please respect the environment and dispose of waste plastic responsibly.

PS3, PS2 & PSP footage

SIDE A: DVD FOOTAGE All-new footage of all the biggest PS3 games, including *Battlefield: Bad Company, Destroy All Humans 2, Midnight Club LA* – and listen out for our no-holds-barred audio reviews, too.

GT5 Prologue
The most realistic, beautiful racer you'll ever see. And, all being well, available this side of 2008.

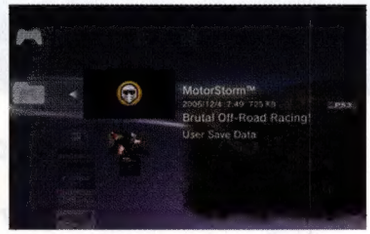
The Simpsons Game
Hilarious, if a bit basic – those are our initial hands-on impressions, but see what you think.

+ Beowulf | **Team Fortress 2** | The Bourne Conspiracy | **Call Of Duty 4** | More

PS3 HD video files

SIDE B: PS3 HD FILES Want to see games in true Hi-Definition? Our HD files – which need to be downloaded to your hard drive (see above) – include *Army Of Two, Haze, Silent Hill 5* and a whole load more. Don't miss out.

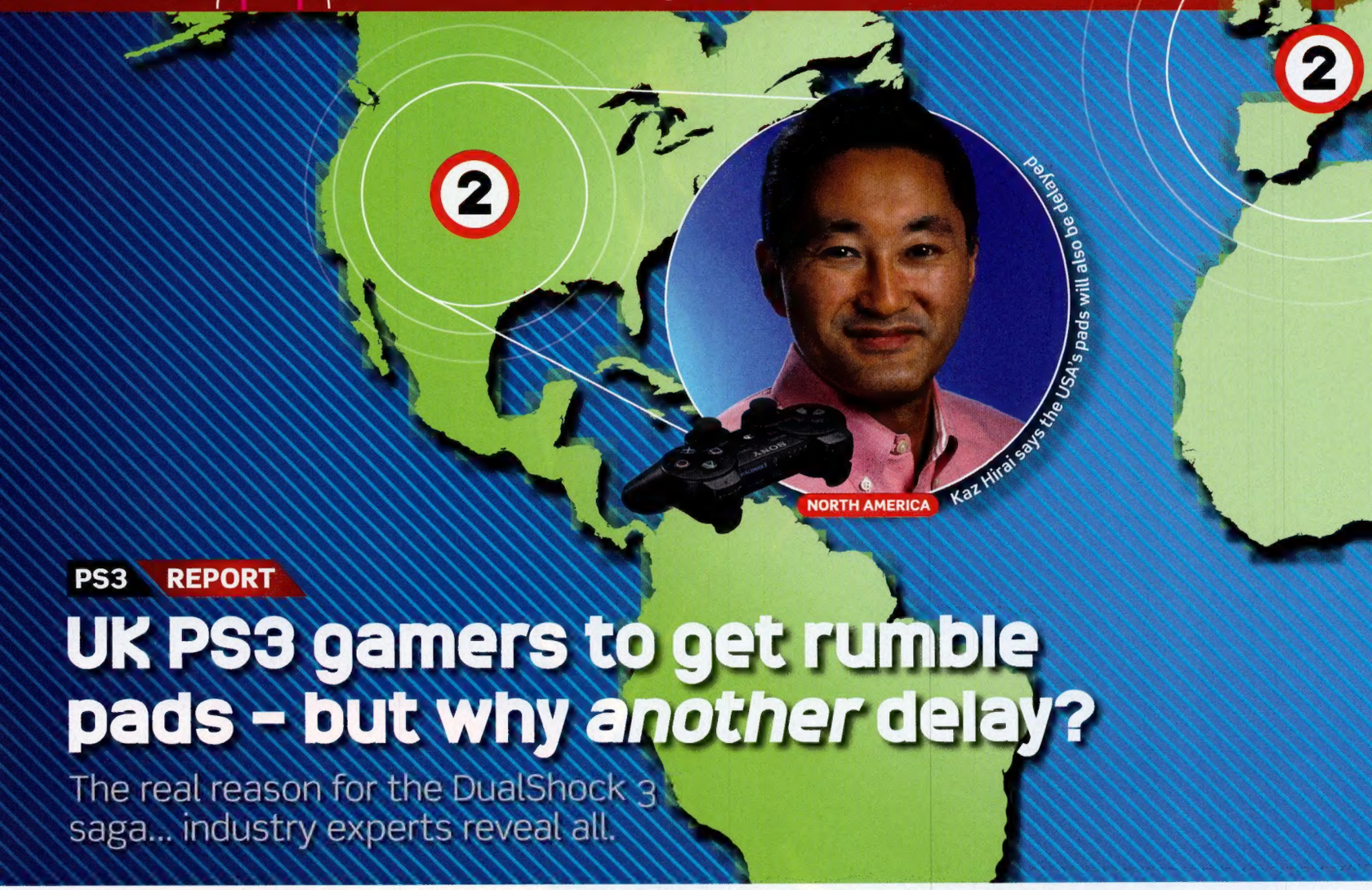
Rock Band
Prepare for the day when you can form your own Kiss/ACDC/Corrs tribute band. Not long now...



PS3 Game Saves
To get 100% complete PS3/PSP game saves (including *VF5*), copy these files to a memory stick.

+ Mafia 2 | **Assasssin's Creed** | Uncharted: Drake's Fortune | **Afrika** | More

A hero never dies
©2007 Microsoft Corporation. All rights reserved.
15
Microsoft game studios
BUNGIE
xbox.com/halo3
HALO 3
BELIEVE
26th September 2007
Jump in.
XBOX 360 LIVE



PS3 REPORT

UK PS3 gamers to get rumble pads – but why *another* delay?

The real reason for the DualShock 3 saga... industry experts reveal all.

Sony's long-rumoured, rumble-enabled, DualShock 3 controller will launch in Japan this November – but the UK will have to wait until March next year. "This comes from listening to users who said they wanted a vibration function," claims Sony CEO Kaz Hirai, confirming the new pad during his Tokyo Game Show keynote speech on September 19. Only six months earlier, Sony Software Boss Phil Harrison dismissed rumble as a 'last gen feature'. So what changed? Read on...

The return of rumble doesn't mean the end of motion-sensing, so the 'Sixaxis' branding remains (on the top of the pad). Sadly, all those gamers picking up their sub-£300 PS3s (see page 52) are likely to want to replace their pads within the next six months. So why can't we have 'Shockaxis' now – and what took Sony so long to bring rumble back?

The key factor is Immersion's long-running lawsuit against Sony – recently settled for an eye-watering $91m – who claimed they owned the rights to vibration technology. "I think Sony was just unwilling to strike a deal with Immersion to include rumble in the original PS3 controller after being taken to the cleaners by them in the earlier suit," reckons Brendan Sinclair of gamespot.com. "Sony figured people wouldn't miss the rumble, but people complained a lot, and loudly, so Sony swallowed its pride."

Sony, however, has always blamed the problems of incorporating rumble and motion-sensing in one pad. Hirai, in his TGS keynote, said "We thought it would be too difficult, but we have managed to overcome this." This claim is doubted by Games' Futurist Robert Bauer. "Of course, rumble interferes with motion control," asserts Robert, "Anything that moves the controller interferes with motion control. But I'd be surprised if compensating for rumble was harder than compensating for a player's unsteady hands." Analyst Arthur Payne is more blunt. "Nintendo's entire system is motion-based and features rumble, so there was blatant evidence in contrary to their claim."

Get ready to rumble
While few existing games will make your pad vibrate when you get DualShock 3 - *The Darkness* does, as do *Resistance* and *Ratchet* - loads of currently in-development titles will take advantage. These include *Metal Gear 4*, *Burnout Paradise*, *Blacksite: Area 51*, *Devil May Cry 4*, *Assassin's Creed*, *Haze* and *Beowulf*. So soon enough, you'll have loads of vibrate-o-games. Hurrah.

Delay station

Kotaku.com's Luke Plunkett is livid at the delay. "Do Sony expect people to buy [a PS3] when we know that the controllers are to be replaced in six months? I think they do, and that's taking the piss. Controllers don't need localisation. They get plugged in, they work". Robert Bauer offers another explanation. "Sony is bleeding money from hardware sales," he says. "I imagine there's a warehouse full of

ON THE DISC
See loads of PS3 trailers in hi-def right now
1
EUROPE
Phil Harrison called rumble a "last-gen feature"
JAPAN
Ken K with a rumble-free Sixaxis pad
Rumble stumble: Sony's ongoing problems with rumble pads have led to worldwide repercussions for them – and for us.

rumble-less controllers. They don't want to write them off. And they probably don't have time to make enough for Xmas. If they released them and you couldn't find any, they'd get yelled at." Analyst Arthur Payne adds, "It's possible they're postponing the release due to having no games fully rumble-enabled currently."

Our guess? Sony have thousands of unsold Sixaxis pads (and 60Gb PS3s), and are staggering DualShock 3's release to soak up unsold stock – the £299 PS3 is incentive enough to buy, and they can create another 'revenue stream' next March. On the flip side, it might be that they haven't got enough pads to go around – either way a free/subsidised DualShock 3 for existing PS3 gamers wouldn't go amiss. Sony, the ball's in your court...

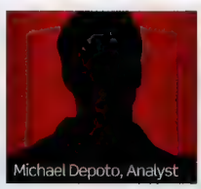
Pub Sony | **Dev** Sony | **ETA** March 2008

Debate "Sony's information screams of bullshit"

Five industry figures offer their thoughts on Sony's DualShock problems

David Goronski, Journo

"Sony is late to the rumble party. I wouldn't have backtracked in my decision if I were them. They need to keep a consistent marketing message presented to their customers, and I don't see how the release of the DualShock 3 helps them at all. The bad decision was ditching rumble at all."



Michael Depoto, Analyst

"Sony told us vibration was last gen. Sony also told us the vibration wouldn't work with motion-sensitive controllers. The bottom line was they were being sued for patent infringement and they were most likely covering up for themselves. I don't think rumble will bring more people to PS3, that's up to the games."

Tom Labeda, Programmer

"It sounds like Sony are making poor decisions to me. Their stories lack consistency and the average gamer is going to think they are being lied to. Their are probably tech issues to take into account, but the average gamer doesn't look into that, and the info Sony has put up screams 'bullshit'."

Robert Bauer, Futurist

"I suspect Nintendo caught them with their pants down. They said you couldn't put rumble in a motion-sensing controller, which means they thought you couldn't do it for a reasonable cost, and then the Wiimote came out incorporating both rumble and motion-sensing at a reasonable size and cost."

Arthur Payne, analyst

"Sony haven't achieved much saturation with PS3, so it's not too late to start packaging DualShock 3 with the system. I imagine they have some reason for not doing this, but that isn't clear. Most likely they are just trying to get a few extra bucks out of gamers by having them purchase the pad seperately."

ON THE DISC
Watch *Haze* in hi-def on the disc now

The Opinionator

"Does it matter that new PS3 has less features?"

OK, so it gives Sony naysayers plenty to whine about, but the reality is, there's little practical difference between the 40gb and 60gb PS3s. First, the USB ports. There are two instead of four. But when do you *need* four USB ports? The most we ever use at once is two; one for the controller, one for a USB headset – or a wireless keyboard if our pad's fully charged. Want more? Buy a multi-port USB hub for £10-15.

Back to basics

The lack of backwards compatibility is a minor setback. Most people will have kept their PS2s, and rumours suggest Sony will release software patches to allow key PS2/PSone games to run on PS3. Let's be honest – how many PSone games did you play on PS2? In our experience – one. And that was just to see how the improved 'Smoothing' graphics option looked. And as the volume of good PS3 games increases, why bother with old games at all? We're sure *MGS4* will suffice while Sony work on a patch for *Fur Fighters*.

As for the missing card readers, we definitely don't miss *them*. One team member, who's owned PS3 since launch, didn't even know they *existed*. Almost every digital camera has a USB to mini USB cable. We'd rather save £50, than pay for a virtually redundant SD card reader.

Wire ground

Both machines still offer Wi-Fi online connectivity, and the difference between a 40gb and 60gb hard drive is practically negligible – most PS Store games only use about 300Mb. And when Sony launch their recordable freeview tuner, you could always buy a 200Gb external Hard Drive for about £50.

Fact: the 40gb PS3 costs less and it'll still run *Metal Gear Solid 4*. We'll suffer with the slightly less shiny trim for that. **Andy Kelly**

Myth-Buster

SEEN THIS?

Skate on PS3 has a wonky frame rate compared to Xbox

THE TRUTH

We've played both versions of *Skate* and can confirm both have frame rate issues, just in different places. So it's not a case of PS3 not being able to 'handle' the visuals – both systems struggle at certain points, because of how many polygons and complex physics are being flung around. And forget online comparison videos; the difference between a pure TV output signal and a compressed video squeezed into a YouTube box is astronomical, and no legitimate means of comparison. Games website IGN scored *Skate* 2% less on PS3 than Xbox 360 (where it scored 90%) on account of the slowdown – and later (covertly) removed the critical paragraph after gamers proved the PS3 version's graphics were, in fact, superior.

1 Street Fighter 4

It's coming. Oh, yes, it's coming...

Yep, that's right – a new *Street Fighter*. The first proper sequel since *Street Fighter 3* way back in 2000. And it's on PS3 which means... well, we don't know yet. The obvious guess is that it's going to be 3D, like the *Street Fighter Ex* series, but we've got another idea. Looking at Capcom's new pin-sharp HD remake of *SF2*, perhaps *SF4* will be the next generation of 2D fighting games? With animation so detailed and sprites so vivid it'll be like playing the world's flashiest anime? We hope so, because every time the *SF* series has switched to 3D it's been a disaster.

Pub Capcom | **Dev** Capcom | **ETA** June

"Will it be like playing a really flash anime?"

Street fighting men (and women) The cast is unknown, but surely Ryu and Ken are shoe-ins to return.

2 Unreal Tournament 3
Great in solo too

Net rumours vary, but it looks like *UT3* is slipping until late 2007/early 2008 – developers Epic are, reportedly, focusing on the PC version, and honing the PS3's much-trumpeted, but secret, solo-player campaign. We're especially excited about the Darkwalker. This War Of The Worlds-inspired machine can emit a deafening 'scream' that knocks your opponent's vehicles over.

Pub Midway | **Dev** Epic Games | **ETA** December

3 Haze
PS3-exclusive FPS incoming...

What is it with delayed PS3 shooters? Latest word is that *nobody* will get to review Free Radical's sci-fi homage to Apocalyse Now before its scheduled November 30 release date – surely commercial suicide for a new IP (intellectual property) relatively unknown by the mass market. Plot recap? The effects of the drug Nectar make *Haze*'s Mantel soldiers think their surroundings are glorious sun-soaked jungles, rather than the dry, lifeless deserts they really are. So, later in the game, when you 'defect' and become a rebel, you'll see things for what they really are. Intriguing.

Pub Ubisoft | **Dev** Free Radical | **ETA** November

4 Dead Space
Survival horror in space

Another original IP from EA, this time an atmosphere-drenched sci-fi horror set aboard a mining ship plagued by aliens. You play as Isaac Clarke, an unassuming technical engineer who gets separated from his crew and must brave the infected spacecraft alone. *Dead Space* uses the *Unreal 3* engine so expect realistic shadows and lighting effects, and set-pieces designed specifically to empty the contents of your bowels. Think Aliens meets *F.E.A.R* meets Event Horizon.

***Haze*-d and confused *Haze* looks massively exciting, and comes with a four-player co-op mode too.**

Pub EA | **Dev** Redwood Shores | **ETA** 2008

5 The Bourne Conspiracy
Decent-looking film license

Even without Matt Damon's bulbous face, this captures the spirit of the Bourne films perfectly; lots of fisticuffs, furious chases, dynamic camera cuts and makeshift weaponry crafted from everyday objects. It's set before the films, and the version we saw contained stealth, cover-to-cover shooting bits and some light platforming – expect car chases to be announced next year – and if the game keeps this pace up it could be a surprise hit.

Pub Sierra | **Dev** High Moon | **ETA** February

ON THE DISC
Bike fans might like to see *MotorStorm* in action

PS3 COMPO

YAMAHA

Yamaha Scooter Promotion

The International Motorcycle and Scooter Show is the UK's biggest bike show, and will be at the Birmingham NEC from Nov 23 to Dec 2. With a huge selection of things to see and do – including interactive features such as Mini-Moto and Karting, Off-Road biking and the Thunderdome Games Arena stunt show – the International Motorcycle and Scooter Show offers the perfect day out for everyone into bikes. PSM3 have teamed up with the International Motorcycle and Scooter Show 2007 and Yamaha to give away this lovely limited edition FIAT Yamaha Team replica scooter worth over £2,000. And it comes with free RAC cover in case you break down, and Third Party Only insurance too.

To be in with a chance of winning this great scooter and a pair of tickets to the show itself (there are also four pairs of tickets for runners-up), simply answer the following question:

Q. Where is the International Motorcycle and Scooter Show being held this year?

A. Burnley **B.** Birmingham **C.** Bury

How to enter

Text – Send 'YAMABIKE' followed by a space and either A, B or C to 84383

E-Mail – psm3@futurenet.co.uk with the subject field 'PSM3 Yamaha Scooter Competition'

Answers must be received between 25th October 2007 and 16th November 2007. The winners will be selected at random from all correct entries received between the relevant dates. The prize winner will be notified within 28 days of the closing date. Texts will be charged at £1 plus your normal network tariff. Lines are open 24 hours and you can enter as many times as you like.

By entering this competition, you consent to us using your personal details to send you information about products and services of Future Publishing Ltd which may be of interest to you. If you do not want to receive this information, please include the word "NO" at the end of your text message or in the subject field of your e-mail. For further information on the International Motorcycle and Scooter Show and to purchase tickets, please visit www.motorcycleshow.co.uk, or call 0870 739 2007.

£5 OFF PES 2008

ONLY WITH PSM3 & Currys.digital high street

This voucher entitles the holder to £5 off PES 2008 for the PS3 at Curry's Digital excluding Tax Free and Warehouse outlets.

- Only one voucher may be redeemed per purchase.
- This voucher may not be exchanged in whole or in part for cash and cannot be used in conjunction with any other promotional voucher or multibuy offer.

- The voucher is valid at any Dixons store until 11/09/07.
- Defaced, photocopied or damaged vouchers will not be accepted.

Store No.
Receipt No.
Sales Asst.
OUTFIT CODE: 52554

5 017416 071727

COMPETITION RULES

1. These rules and any other rules specified by Future Publishing Limited or any of its group of companies (the "Company") from time to time ("Competition Rules") apply to any competition which is run by or on behalf of the Company ("Competition"). By taking part in a Competition, you agree to be bound by the Competition Rules and by the decisions of the Company which are final in all matters relating to the Competition. The Company reserves the right to disqualify any entrant and/or winner in its absolute discretion for any reason and without notice in accordance with the Competition rules.

2. All entries must be received at the place specified during the period in which the Competition is open and late or incomplete entries will be disqualified. Proof of posting (if relevant) shall not be deemed proof of delivery. No responsibility can be accepted for entries which are lost, delayed, misdirected or corrupted during delivery to or from the for any reason whatsoever.

3. Entries must be submitted by an individual (not via any agency or similar) and, unless otherwise stated, are limited to one per household. Prizes may be provided by a third party sponsor of the Competition. The Company reserves the right in its sole discretion to substitute any prize with cash or a prize of comparable value.

4. The winning entry will be that which has met the entry criteria and which most closely meets the Competition criteria specified.

5. Unless otherwise stated, each Competition is open to all GB residents of 18 years and over, except employees of: (a) the Company; and (b) any third party appointed by the Company to organise and/or manage the Competition; and (c) the Competition sponsor(s).

6. By entering a Competition you:

(a) grant the Company, any third parties appointed by the Company for the purpose of organising and/or managing the Competition and the Competition sponsor(s) permission to use your name and likeness for the purpose of organising and/or managing the Competition, for announcing the winner of the Competition and for related promotional purposes; and

(b) grant the Company and any Competition sponsor(s) the right to use your personal information to send you information about their respective products and services which may be of interest to you. If you do not wish to receive this information, please follow the instructions given.

(c) accept that all entries will become the property of the Company upon receipt and will not be returned. You will retain all rights you have in the copyright and other intellectual property rights comprising the Competition entry but, by entering the Competition, you grant the Company and its licensees the right free of charge to republish your Competition entry;

(d) waive any moral rights or similar rights you have in your Competition entry whether such rights arise pursuant to the Copyright, Designs and Patent Act 1988 (the "Act") or equivalent legislation anywhere in the world; and

(e) warrant to the Company that the Competition entry is wholly original to you and not wholly or substantially copied from any other material and that the Competition entry does not defame, cause injury to or invade the privacy of or otherwise infringe or violate any statutory, common law, regulatory or intellectual property rights of any third party.

7. You may be offered the chance to subscribe for a free newsletter or other service of the Company but failing to do this will not disqualify you from a Competition.

8. If you are a winner, you may have to provide additional information (including, without limitation, proof of age or identity) and/or complete additional documents and return them to the Company within a specified period. Failure to provide additional information and/or complete additional documents within the required time period, or notification returned as undeliverable as addressed will result in your disqualification as a winner and an alternative winner will be selected.

9. The name(s) of the winner(s) and details of the winning entry or entries will be sent to anyone who requests the same within three (3) months of the closing date of the Competition. Requests should be sent to the postal or email address for competition entries and, if postal, should be accompanied by an SAE.

10. If you are a winner of a Competition:

(a) the receipt by you of any prize is conditional upon you complying with any and all applicable laws, rules and regulations including, without limitation, the Competition Rules;

(b) you acknowledge and agree that neither the Company or any Competition sponsor(s) or any of their employees, agents or subcontractors shall have any liability to you whatsoever in connection with your use and/or possession of your prize, provided that nothing in these Competition Rules shall exclude or limit the liability of any party for personal injury or death caused by negligence or for anything else which cannot be excluded or limited by law.

11. Unless otherwise stated, the Company is the promoter of the Competition.

12. If any of these rules are deemed to be illegal, invalid or otherwise unenforceable, the affected rules shall be deleted from these Competition Rules but the remaining rules shall continue in full force and effect.

13. These Competition Rules and each Competition are governed by English law. Any disputes arising between the Company and any third party in relation to these Competition Rules and/or a Competition shall be subject to the exclusive jurisdiction of the courts of England and Wales.

© 2007 Electronic Arts Inc. EA, the EA logo and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. 'Nissan' and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to Electronic Arts Inc. Toyota, Supra, Corolla and associated symbols, emblems and designs are intellectual property of Toyota Motor Corporation and used with permission. All other trademarks are the property of their respective owners.

ON THE DISC
We'll get Lost Planet on a disc sharpish

PS3 ONLINE

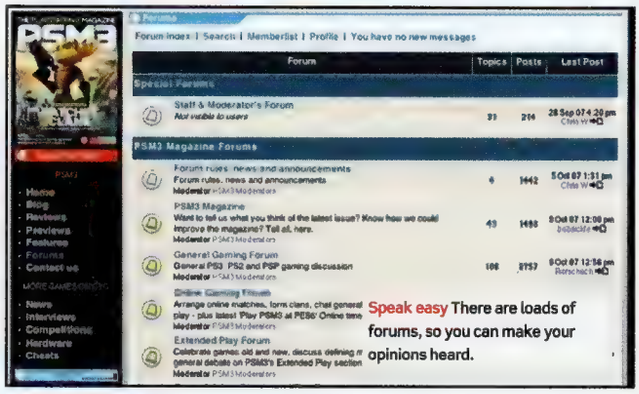
Read PSM3 online for free

Visit www.psm3mag.com for up-to-date PS3 news...

PSM3
PSM3 MAGAZINE
PART OF THE CVG NETWORK
Search for games...
Monday 8-Oct-2007 5:33 PM
Time to play detective?
Make Noire mistake, we love an outlandish theory
LA Noire, as you know, is Rockstar's PS3 exclusive. LA film noir, detective-'em-up. Not out for aaages, but the word is that it's set in 1947, and will feature missions taken from stories in the LA papers of that year. The thing is, something quite big happened in LA in 1947...
FIFA 08
New Haze info

On site This is psm3mag.com, and it's full of stuff we can't squeeze into the mag. Go see.

Daily blogs, active reader forums, bi-weekly(ish) podcasts and all the news/comment/gossip we can't fit in the mag is only a click away at www.psm3mag.com, where you'll find like-minded – or lovably mental – fellow PS3 gamers. We've also got interviews with leading industry figures, a thriving – and friendly – forum for you to discuss the latest PS3 games, or ask for tech advice, an archive of our past reviews and a whole load more besides. Get online today, and get chatting to the PSM3 team – or arrange to mash us in online *Warhawk* sessions.

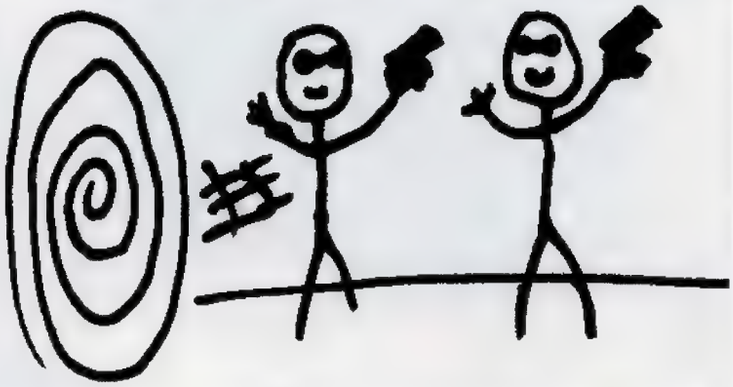


Speak easy There are loads of forums, so you can make your opinions heard.

Stick man challenge

Can you guess what game this is?

We didn't have a stick man challenge last time out – but for those of you that can remember the one from two months ago, the answer was, of course, *Hitman Blood Money*. And so to this issue's challenge – what game is this? The swirly thing is a clue, obviously. Make your guesses... now.



PS3 REPORT

Lost and found

Capcom's Xbox exclusive deal thaws as snowy shooter *Lost Planet* hits PS3

Two hundred metre space worms. Massive mechs. Guns. What's not to like? Sadly, Capcom's excellent third-person ice-clad shooter *Lost Planet* didn't receive the, erm, warmest reception on Xbox 360, due to the misfortune of being launched at roughly the same time as Epic's admittedly incredible-looking *Gears Of War*. Oops.

Call us mental, but we've finished both, and we secretly prefer Capcom's game, due to its barking plot, giant robot suits and typically ostentatious rippling sunsets. Sexy as it was, *Gears Of War* is – well –just a bit *grey*. Good news? Former Xbox exclusive *Lost Planet* is coming to PS3, sometime

"All manner of futuristic aircraft to pilot"
Tom Clancy's Air Combat page 18

Mech daddy There's lot of robot on robot scrapping, and you can switch mechs mid-fight.

early in 2008. It's a straight conversion – not a 1.5 sequel, rumoured to be subtitled 'Colonies' – but there's still plenty to be excited about: Hero Gale's Bionic Commando-style retractible arm (perfect for zipping about the vertiginous bombed-out cities), epic classic Capcom scraps against screen-high space beasts (the worm defies belief), plus the ability to strap on high-power flying mech suits like Z.O.E. Plot? An icy galactic colony is being overun by its original inhabitants, the Starship Troopers-inspired Akrid driving out the humans – but, shock, all's not as it seems...

Pub Capcom | **Dev** Capcom | **ETA** Early 08

Features

Five reasons to love *Lost Planet*

From giant mech suits to screen-high bosses...

Online battles

Imagine *Warhawk* – but with the ability to jump in giant robot space suits rather than crummy jeeps or tanks. Classic Deathmatch and Capture The Flag-style modes make for compelling and frantic team battles.

Bosses

This giant space 'bee' – can you spot his weak point? - is one of the tamer bosses, but expect scraps against skyscraper tall, acid-spewing, insect bulldogs, hive-like mother hens and impossibly agile rival mechs. Classic Capcom.

Mechs

You get a sniff of the best-mech in the game early doors, until it's cruelly snatched away. All robots have interchangeable cannons/rockets/shotguns/special dashes, adding a welcome tactical element to open battle.

Mental plot

The plot's half-rubbish, half-hokey-genius, as – surprise – your old man carks it and you're left to unravel the mysterious secret of your ability to convert thermal energy into health. There's some corporate espionage, too. Good, eh?

Guns

Shotguns, machine guns, flamethrowers, sniper rifles, rocket launchers... they're all here, of course, but the real boon is being able to wrench massive weapons off the mech's arms and lumber around dealing two-handed death.

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PSP **Football Manager Handheld 2008** Say goodbye to free time

Details **Pub** Sega | **Dev** Sega | **Genre** Management sim

Lowdown *Football Manager Handheld 2008*, the third update in Sega's absurdly addictive PSP (and more famously, PC/Mac) management sim has a sleeker look, with easier to navigate menus, updated squads and – finally –reserve teams to tinker with. It plays quicker than before thanks to an engine overhaul, which means you can sprint through a season in hours – if you bypass tweaking your tactics. Review next issue.

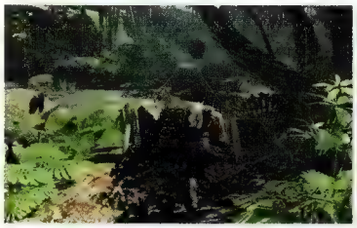
ETA December 2008

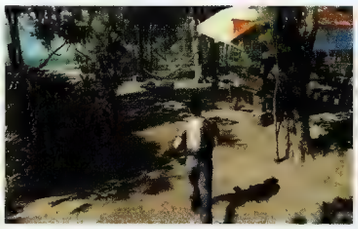
PS3 **Ferrari Challenge** An Italian license to thrill

Details **Pub** System 3 | **Dev** System 3 | **Genre** Driving

Lowdown OK, so this racer isn't blessed with the multitude of licenses of *Gran Turismo 5*, but it looks just as good. *Ferrari Challenge* – at 60% complete, with some frame rate issues – is eye-burningly beautiful, promising, 27 different Ferraris and the chance to tear around 16 photo-realistic tracks. There's a 16-player online mode, with downloadable content (tracks and suchlike) as well.

ETA March 2008



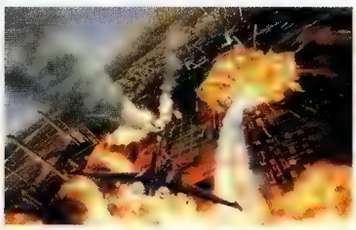


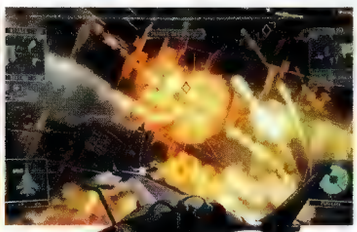
PS3 **Lost** Found on PS3 early in 2008

Details **Pub** Ubisoft | **Dev** Ubisoft | **Genre** Action

Lowdown You play Elliott, a survivor of the doomed Oceanic Flight 815 who, conveniently, isn't in the TV show. This allows *Lost* to introduce a new character, complete with complicated emotional issues to peel off via flashbacks, puzzles and by chatting with Jack, Kate and the rest. You'll need to convince your buddies that you're not one of the evil Others, mind, or they won't help you. Intrigingly it's using the *GRAW2* engine. We're unconvinced so far, all the same.

ETA January 2008





PS3 **Tom Clancy's Air Combat** Mr Clancy's pilot episode

Details **Pub** Ubisoft | **Dev** Ubisoft | **Genre** Flight

Lowdown Tom Clancy's relentless brand expansion continues, as the famous novelist (well, his 'world vision') takes the fight to the skies in *Air Combat* – not to be confused with Namco's *Ace Combat*. Clancy's obsession with the USA being attacked manifests itself again, and you'll be fighting the terrorist threat in all manner of futuristic aircraft (see above). There's the option of some online dogfighting too. More soon.

ETA May 2008

The Optimist

Don't worry. Be happy

"Xbox gets games first? No matter"

So what if all the big, important games are coming out on a rival console first? It's not like PS3's lacking in AAA console-shifting titles, is it? *Lair* is *brilliant*. And as for said multi-format titles, well, take *Medal Of Honor* – so what if it's a massively recognisable franchise popular with mainstream gamers that people want to play as soon as possible? The PS3 version will be worth the wait because it'll be *loads* better. Yeah, loads, because of the power of PS3 and the Cell chip. It's not because the developers don't know how to make things work on PS3 hardware. Nah, they're just keeping it back because they know PS3 gamers are *patient*.

The waiting game

This *isn't* the kind of thing that'll make people lose faith in PS3 and decide to get an Xbox 360 instead. When they see the Xbox shelves lined with top quality titles, and PS3's corner with the same old EA sports updates and launch games, they'll know that Xbox has blown its load too early. Sony like to sit on things for ages until they get better and better, and *real* gamers *know* it. Yeah, that's it. I think it's good that these games come out on Xbox first, because it separates the men (PS3 owners) from the boys (Xbox owners). If they can't wait then they're just impatient morons.

EMAIL PSM3 @
Do you mind waiting for games? Speak out.
psm3@futurenet.co.uk

When anyone can play, everyone can play.

Spend quality time together with friends and family through fun and social games. And with over 300 games available by this Christmas, there's something for everyone.

All rights reserved. The names of actual companies and products mentioned herein may be the trademarks of their respective owners. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, the Xbox 360 logos, Viva Piñata, Party Animals, and the camera device and all related characters are exclusive trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

Jump in.

XBOX 360 LIVE

Pub EA | **Dev** EA
Price 40 | **Release** November 30
Multi-player 1-2, including online

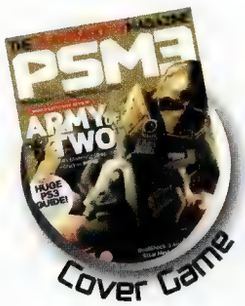
ON THE DISC
See the *Army Of Two* in action on your disc now
PS3/Latest

Army Of Two

Titanic team-up or brainless buddy flick? Read on...

KNOW IT NOW

- **Dialogue like Dude, Where's My Car?** ☑
- **Suicide bombers explode when shot?** ☑
- **Loads better played with a mate?** ☑
- **A balanced view on the problems of war?** ☒



Everything's better with two people. Driving, drinking, synchronised swimming, busting up drug dens with a hilariously mismatched partner – almost any activity's improved by having a chum along to share the fun. But there's a flipside: if your sidekick's an arse, that ruins the party. If you've ever been stuck in a car with a back seat driver or gone out on the sauce with a real ale bore, there was probably a point when you wished you'd gone it alone. And that's traditionally been the trouble with co-operative videogames – computer-controlled characters like dancing in front of snipers, and finding a human to take up the slack hasn't always been an option.

Two's company

Now, though, that's changing – non-idiot-AI technology's advancing and PS3's online capabilities mean you're never far away from a flesh-and-bones comrade. *Kane & Lynch* and *Ghost Recon* are set to jump the buddy bandwagon, but *Army Of Two*'s firmly in the driving seat. Question is, has it spilt coffee on the map?

The first surprise is, playing with the computer's almost preferable to playing with a partner. Well, some partners. OK, to idiots. This isn't a single-player game with co-operative elements crowbarred in – it's a game designed specifically for two people, and playing like you're both going it alone guarantees frustration. The key is Aggro – it's explained over the page, but the general idea is that if you're doing the most shooting, with the biggest gun, you turn red and everyone goes for you. This gives your partner time to sneak round and flank them, or pop up and snipe them or line up a grenade shot and blow them all to bits. Using cover is heavily encouraged, with suppressive fire that's almost as accurate as precision aiming, and a slide-behind-cover move that's probably the best bit of the game. And *Army Of Two* goes to some lengths to make sure

Fighting spirit There's nothing Rios and Salem like more than giving each other the odd concussion. Strange lads.

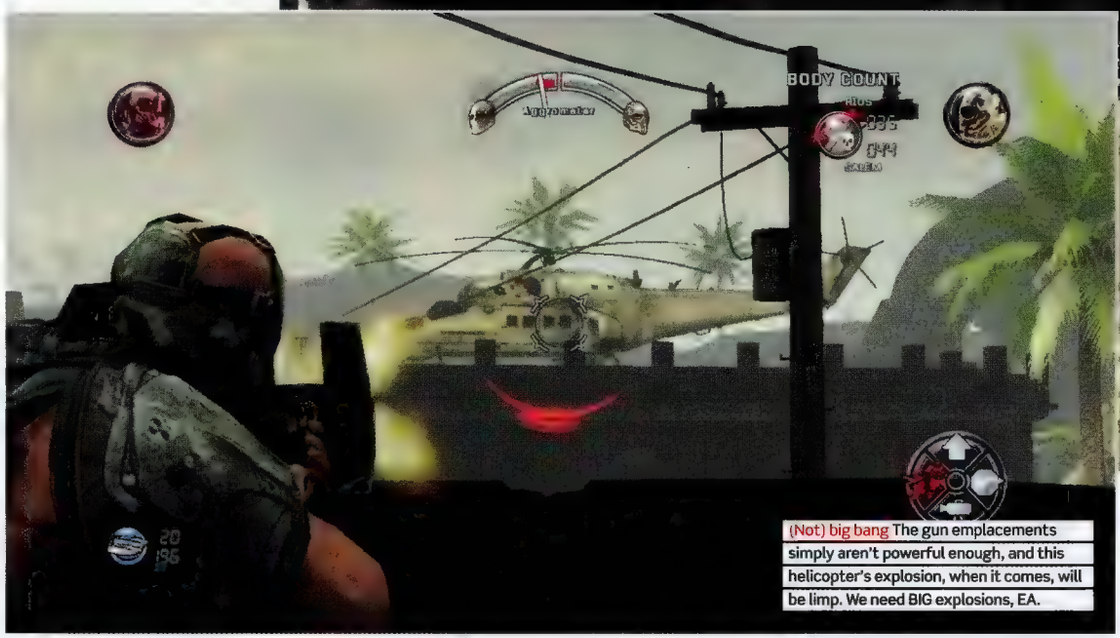
"Everything's better with two people, including this game"

Ball-istics Why the hell don't more things explode when you're firing a gun emplacement at them?

you play like this, mainly by making it almost impossible to survive if you don't. Some of its measures – like including heavy weapons men that are completely invulnerable to fire but only from the front – are stupid. Others – like having sentry guns that you can pop with precision shot through the view slot – are quite clever. But the one constant is simple – if your partner's a dumbass, you're going to have a miserable time.

Can I take your order?

Thankfully, the computer's not as daft as its cheese-flavoured banter suggests. The order system's basic: you can tell it to advance (but not to a specific spot), hold its position or regroup, and set its behaviour to either aggressive (shoots at everything) or passive (fires when fired on). Anything you tell the computer to do is met with a potty-mouthed macho quip and a near-instant reaction from your AI sidekick, who's mostly sensible enough to take care of himself without getting murdered. Leave him in aggressive advance mode and he'll get shot – he's not like a human player who'll scarper when the heat starts up – but tell him to hightail it while you take care of business and he'll generally do OK. He'll also keep you informed of what's going on, yelp if he needs a hand with one of those invincible-

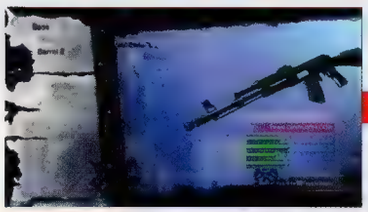


(Not) big bang The gun emplacements simply aren't powerful enough, and this helicopter's explosion, when it comes, will be limp. We need BIG explosions, EA.

Golden guns

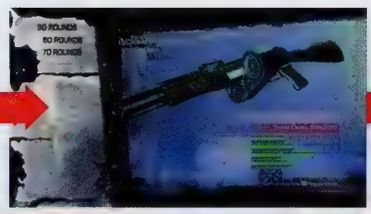
Pimp my rifle

Make enemies angry with ballistic bling



Standard issue The bigger your gun, the faster you accumulate aggro and focus enemy attention on yourself. Let's start with a factory-spec AK-47.

Stiff upper clip The stock, barrel and of the rifle can all be altered to affect its accuracy and capacity. Here's a chunky 70-shot ammo drum.



Stock tactics Now we've bolted a mahoosive shield onto the front and spray-painted the whole thing gold. Slick.

Bling and buy You can paint your rifle to look like a canal boat, although how the bad guys can get angry about 400 yards away is anyone's guess.

Cool Move

Holding L2 and tapping right on the joypad prompts your man to request a gun-swap. The other player's got no choice but to comply, so if Player 2's got a nicer gun than you, you can simply nick it off him. Although he'll probably smack you.

"Play with a mate who doesn't listen and you'll hate him"

fronted enemies or congratulate you if you take out a swathe of enemies.

Really, though, you'll want a friend to make the most of *Army Of Two*. All sorts of moments rely on the sort of communication you can't get through a D-pad, and it's during these that the play shines. Standing out in the open to lure enemies in, sure that your partner is ready with a Desert Eagle in the shadows – that's quite good. Keeping enemy heads down with a barrage while player two sprints round the back and savages them with brutal melee attacks – that's good too. Having a partner who constantly needs rescuing and patching up becomes a chore, but having one who'll take out all the opposition while you're bleeding on the ground is a joy. At its best, *Army Of Two* almost recreates the sort of efficient, instinctive, non-verbal communication you get in 'proper' military units, or even good games of Pro Evolution Soccer – you move like a team, picking up one another's slack and leaving yourself exposed because you know your partner won't let you die. Play with a friend who doesn't listen and you'll probably end up hating him – play with one who communicates properly and it'll bring the two of you together like a cross-country road trip.

Stepping up Give Player 2 a leg-up to off high-up enemies, and cause hilarity by dropping them as they shoot.

Aerial assault

Weirdly, some moments that should be the game's best – like calling in a bunker-buster on an enemy base – see the action switch to cut-scenes.

How much you can get into it, though, depends on how much you like buddy films. Because obviously, *Army Of Two* is stupid. It's loud, it's brash, it's American like an apple pie made of flags and dumber than a Portaloo full of doorknobs.

Swear necessities

The dialogue sounds like it's been written by drunken frat-boys - the set-pieces feel like they've been slapped together by a seven year-old with ADD. "This guy's harder to find than Britney's panties!" yodels Salem. "Why've you always got to piss on my cupcakes?" moans Rios. "You a******* better get to the f***** checkpoint before I **** up your ****," grunts your superior officer, just in case you've forgotten you're playing a grown-up game. Stupid and sweary is no bad thing – check out Die Hard 4.0 – but you've got to do it well, and

Two-man tricks

Forever friends

There are all sorts of moves in this game you just couldn't do if it was called, well, *Army Of One*

Prod ⊙ and you'll congratulate your buddy with a quick gangster handshake or a burst of air guitar – stab ▭ and you'll put him in his place with a no-nonsense headbutting. Stay friendly, though – you're never far from the next bit of co-operation. Most entertaining is when the boys go back to back – if they're surrounded, they can turn themselves near-invulnerable while they unleash hell on all sides – but, sadly, that only happens during cherry-picked set-pieces. Here's what else you can do...

Shell for leather There are three seats in the tank – driver, gunner and machine-gunner – and a prod of R3 lets you switch between them at will.

Plug me up Die once, and your partner can plug you up with tampons – die twice, and they'll have to hammer your chest while you sprint towards the proverbial 'light'.

Army Of Two

"In co-op sniping, you'll both have to hit something explosive at the same time"

Face front Differenty-painted masks are available for a mere $20,000 from the shop.

Heavy metal Car doors can be yanked off and carried, letting player two cower behind you and shoot. Or you can soldier forward and clout enemies with it.

Play dead If you're close to dying, you can feign death – transferring Aggro to your sidekick, but giving you breathing space. It'll only work once a level, mind.

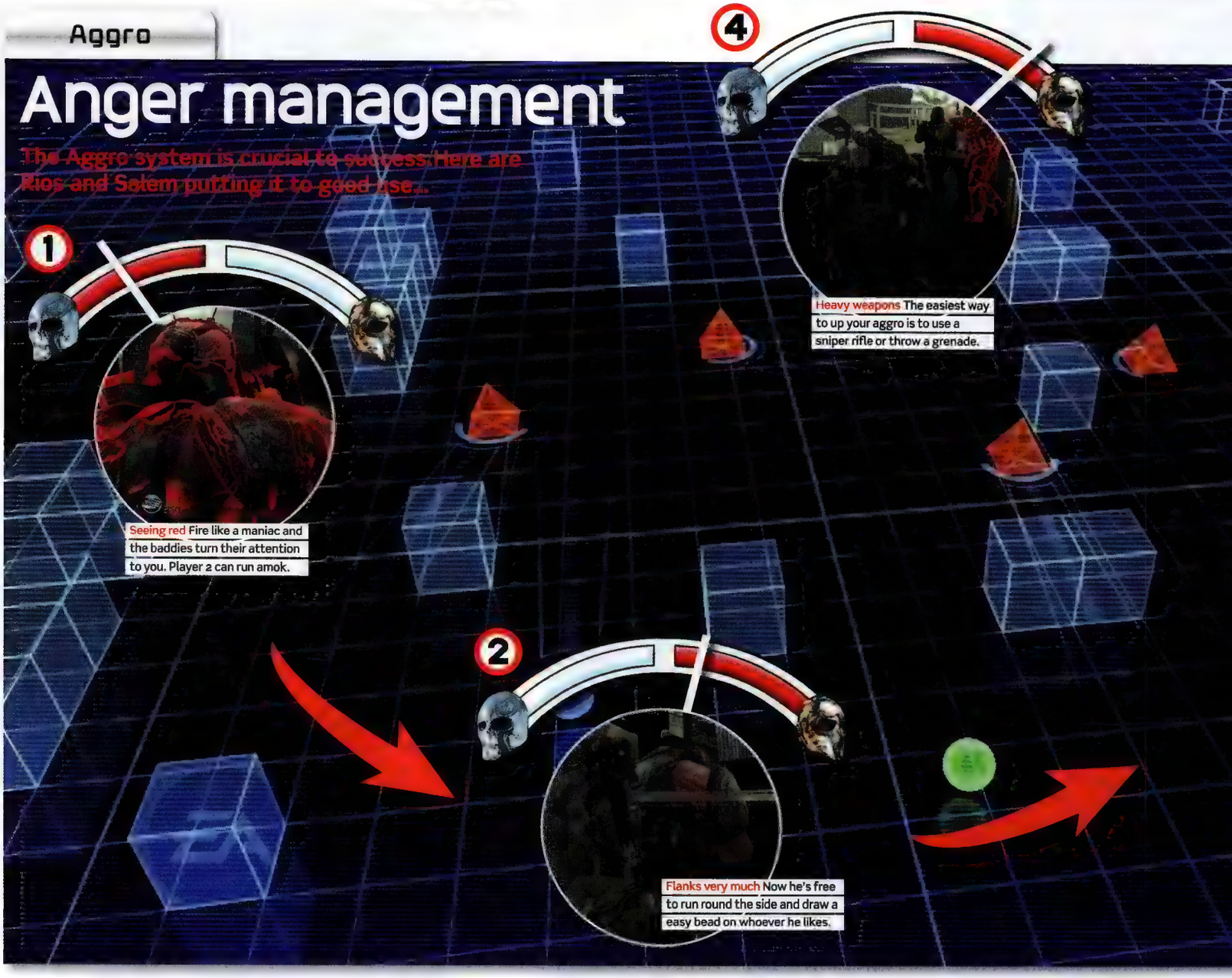
Behind you Boss battles are best handled by catching your man in crossfire. Expect heated rows over who exactly fired first with the sniper rifle.

Army Of Two is just that bit more smug than it can afford to be. It seems to think it's being clever and political – check out the scene where Salem and Rios, paragliding through a cavern, decide they'll never find Osama because "this war's all about oil" – but then follows up with stereotypical suicide bombers and the most predictable plot 'twist' in history. And hating the characters isn't going to help when you're confronted with the endless gung-ho banter that accompanies the game's numerous forced moments of double-man action. Blast door needs opening? That'll mean pressing two buttons at once. Found a hostage in a cage? It'll take exactly the strength of two men to rip the door off its hinges. The stupidest bits of all are the co-op sniping moments, where you're invariably told that you'll both have to hit something explosive at

Aggro

Anger management

The Aggro system is crucial to success. Here are Rios and Salem putting it to good use...


1
Seeing red Fire like a maniac and the baddies turn their attention to you. Player 2 can run amok.
2
Flanks very much Now he's free to run round the side and draw a easy bead on whoever he likes.
4
Heavy weapons The easiest way to up your aggro is to use a sniper rifle or throw a grenade.

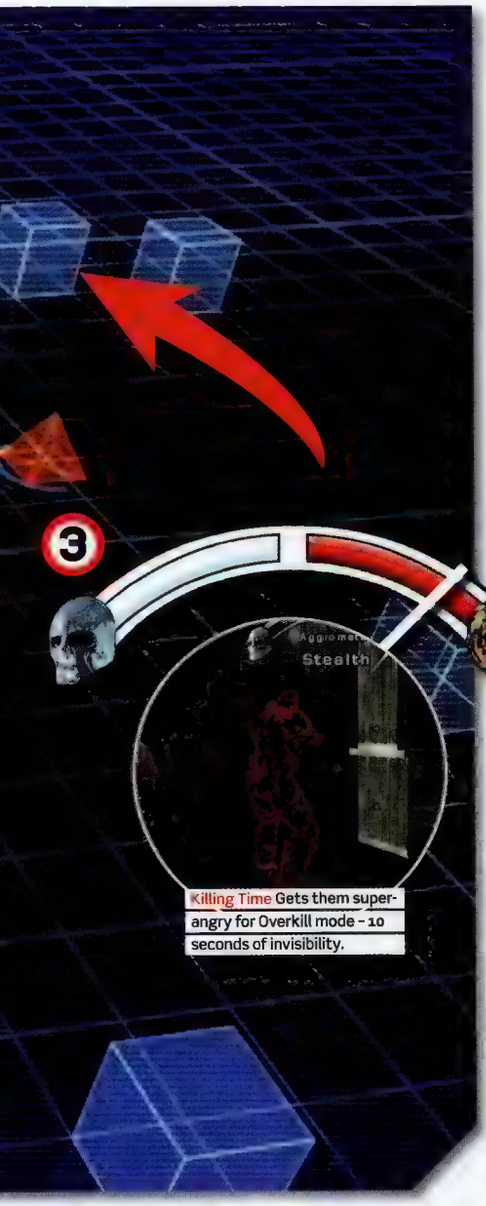
exactly the same time to have an effect on it. Why can't you shoot it twice? Or carry a bigger rifle? Because that wouldn't be teamwork, hombre – and teamwork is what *Army Of Two* is all about.

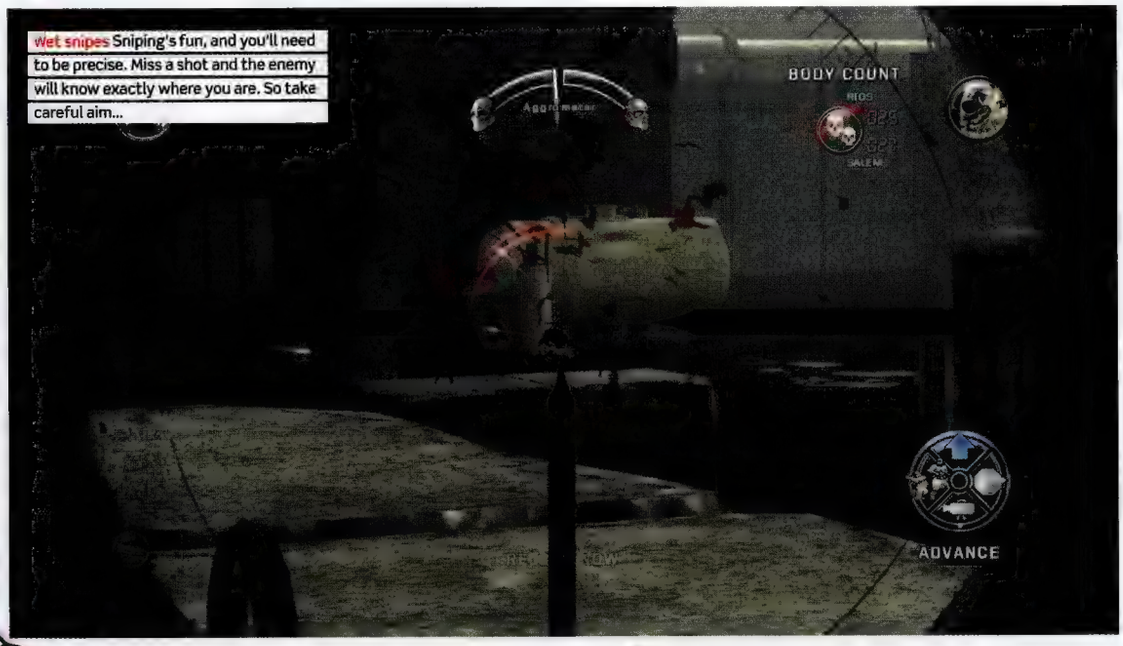
Glee for two There's online co-op as well, so fear not if you can't get a mate round to play.

Set-pieces disappoint too. The vehicle sections are short and unpolished, like a nice idea that the developers didn't quite have time to think through properly. The jeep bit takes about 30 seconds maximum,

"Vehicle sections are unpolished – the jeep bit lasts 30 seconds"

and it barely seems to matter whether your rear-gunner actually does anything or not. The tank bit is much the same, and seems to have exactly the same physics as the jeep bit. The hovercraft bit isn't as bouncy as either of the other bits, but it's just as brief and bemusingly point-free. There isn't even much eye-candy to liven things up – even when you're chugging away full pelt with a chaingun, almost nothing explodes or disintegrates. Compared to next generation games like Stranglehold, the lack of pyrotechnics is disappointing but understandable – compared to old EA fare like the *007* series,




Wet snipes Sniping's fun, and you'll need to be precise. Miss a shot and the enemy will know exactly where you are. So take careful aim...
BODY COUNT
ADVANCE

it's bewildering. Even the exploding-ship bit that we saw two E3s ago is underwhelming next to *Call Of Duty*'s near-identical crowd-grabber. If you're going to rip off Jerry Bruckheimer flicks, the least you can do is include some decent whizzbangs.

Seeing red

Finally, there are the mistakes that are just basic errors in the game mechanics. For instance, when you're on the verge of death the screen goes red. That might or might not be what nearly dying of puncture wounds is like – nobody on Team PSM3 is a doctor – but if you're trying to make a non-frustrating game, the first thing to remember is not to make it impossible to see what's going on when you're one bullet from the cold, dark night. The use-tampons-to-heal system button-bashing minigame seems like a clever novelty, but that's only until you've done exactly the same thing 40 times. Sigh.

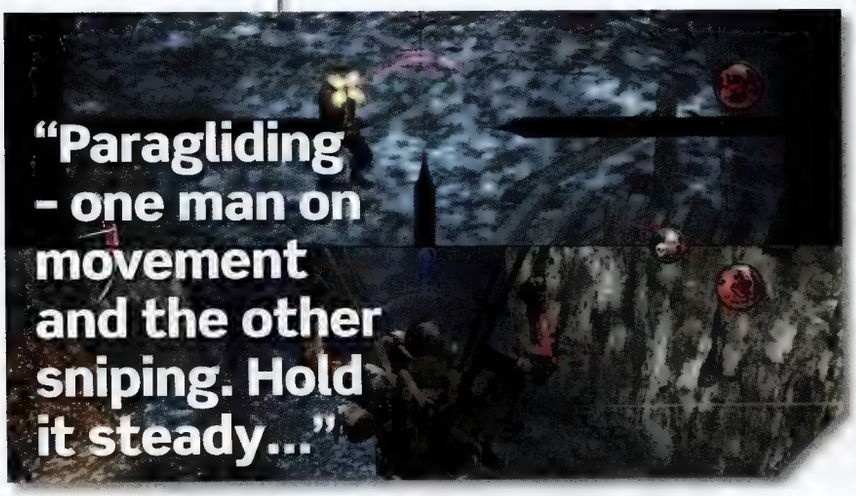
Overlook the flaws, though, and *Army Of Two* is actually pretty good. Good like shotgunning beer cans and staying up late on a school night to watch Predator 2. Good in spite of being stupid in places and really annoying in others, disappointing in bits and not as funny as it thinks it is. Good because a well-timed sniper shot'll bring you closer to your friends, and because catching bosses in a pincer movement is a genuine joy. And that's why it gets two different verdict boxes and two different scores. Because although *Army Of Two*'s quite passable alone, everything's better with friends.

Joel Snape

Thumbs up

Agent Clyde – a super-solider – might be a dick, but he's pretty good at gouging out eyes with his digits. Urgh...

Fave Feature



PSM3 Single Player Verdict

***Army Of Two* contains...**
Minor frustrations | Not enough explosions
Stupid dialogue | Dodgy stereotypes

Overall The AI's passable, but you can't really appreciate this game in full with a bot.

71

PSM3 Two Player Verdict

***Army Of Two* contains...**
Camaraderie | Badinage | Heated Rows
Aggressive crotch-punching | Air guitar

Overall You couldn't design AI that matches the feeling of playing *AOT* with another man.

85

© 2007 Eidos Interactive Ltd. Kane & Lynch: Dead Men™ Eidos Interactive Ltd. Eidos and the Eidos logo are trademarks of the Eidos group of companies. IO Interactive and the IO logo are trademarks of IO Interactive A/S. All rights reserved. "PS3", "PLAYSTATION" and "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, the Microsoft Game Studio logo, and the Games for Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

www.KaneandLynch.com

eidos

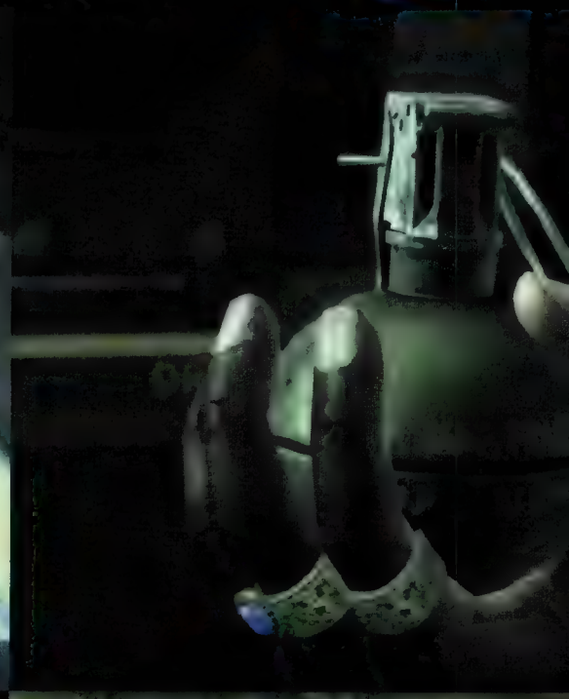
IO-Interactive

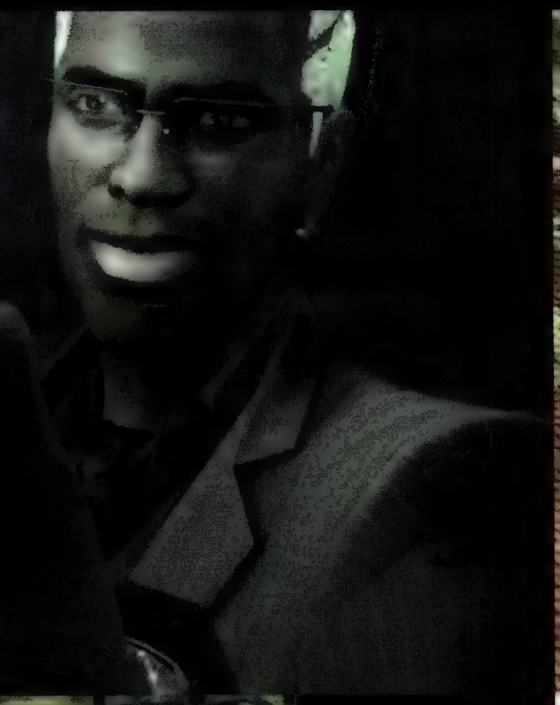
Metal Gear Solid 4: Guns of the Patriots

PS3

Pub Konami | **Dev** Kojima Productions
Players 1 | **Genre** Stealth action
FYI Veteran series makes PS3 debut

ON THE DISC
See the new MGS4 trailer in this month's disc





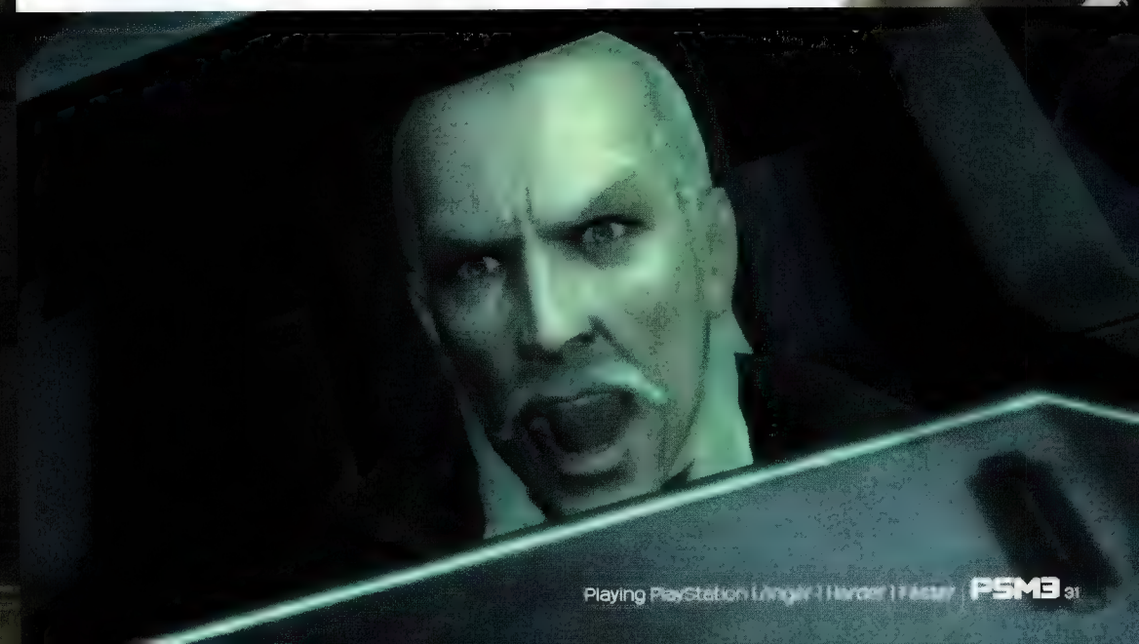
Metal Gear Solid 4

Mad story. Smart controls

Dan Dawkins

Seven spikes. Bad. Snake's in hiding, but his new 'threat ring' – the mysterious white circle surrounding him in recent screenshots – is flashing red to indicate incoming enemies, and 'spiking' to reflect their position – the number of peaks reflecting the number of enemies. Worried? Pah. Thanks to the streamlined controls – including a contentious FPS mode – *MGS4* makes combat more intuitive, less *gruelling*, than ever.

Previous *MGS* battles involved fiddly flipping between static first-person targeting, and wayward third-person charges, but in *MSG4*, you can flip between three flexible aiming modes: 1) 'Auto-aim' – press L1 to lock-on to foes and R1 to shoot, as you shuffle around in third-person. 2) 'Normal' – Tap ⓞ to change modes and the



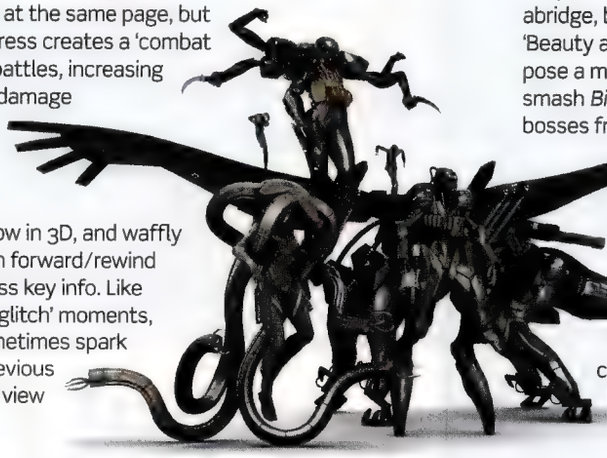
camera flips over-the-shoulder like *Resi 4*. 3) First-person – Hold L1 and △ to pop into FPS mode, enabling you to strafe multiple foes with ease. Upshot? You can play the game any way you want – a boon for new players. Veterans needn't fear, mind, since you can't just run through the game in FPS mode – CQC moves only work in third-person, while ammo constraints and relentless alerts (triggered the accompanying lack of stealth) make it a more effective short-term tactic.

More 'complex' commands use the context-sensitive 'Action' button △ – tap it near a wall to lock to cover, and free-aim using the left analogue without holding multiple buttons, and press again to release. The Action button vaults objects, open doors and lets Snake dive into dumpsters. The rubbish triple-tap ✕ crawl/crouch/stand system has gone too – so no more lying down in the middle of a gunfight. Now you tap ✕ to switch between crouch and normal stance, or *hold* it to lie flat. From this position, you can 'inchworm' forward (the breakdance-style crawl) to maximise camouflage. The Octo-Camo suit, which mirrors your immediate backdrop, is activated with a button tap.

Aside from health, you'll need to keep an eye on Snake's 'Psyche' and 'Stress' levels. Hiding in smelly bins, or standing in burning sunlight will reduce Snake's psyche, reducing his accuracy and stamina. You can read sexy mags to restore your psyche – but due to diminishing returns, you can't just stare at the same page, but need to read on. Stress creates a 'combat high' during tense battles, increasing your accuracy and damage resistance – but you'll suffer a crippling psyche crash afterwards.

Codec chat's now in 3D, and waffly as ever, but you can forward/rewind messages if you miss key info. Like *Assassin's Creed's* 'glitch' moments, Codec chat will sometimes spark flashbacks from previous games – hold ◎ to view these plot-building snapshots. The story's too complex to abridge, but Kojima did reveal that the 'Beauty and the Beast' bosses (see left) pose a moral dilemma – like recent PC smash *Bioshock*, you can opt to 'save' the bosses from their torment, revealing the motion-captured models underneath. Baffling, potentially brilliant, plot aside, it's easily PS3's best-looking, most-anticipated, exclusive game – and thanks to the intuitive, yet deep, controls there's never been a better time to sample Snake's charms. Roll on March 2008.

"Hiding in smelly bins reduces Snake's psyche"



KNOWLEDGE

10 new things we know about MGS4

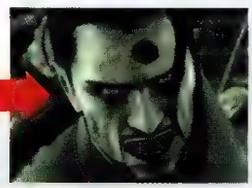
The Tokyo Game Show trailer was packed with revelations...

Olga has a daughter called... Sunny
In *MGS2*, The Patriots abduct Olga Gurlukovich's child (Sunny), forcing her to double cross the Russians – and help Raiden. Disguised as Ninja, Olga reveals their plot, before being killed by Solidus. Raiden vows to find Olga's daughter. In *MGS4*, Sunny plays a 'key role' – the 'sun' around which the other characters revolve. Who's her dad? We expect the shock answer in *MGS4*...

Explained... Threat ring
There's no radar until Snake equips the Solid Eye system, but the ring flashes – and spikes – red when enemies approach.

Naomi Hunter... is hot
It looks like scientist Naomi – who created the FoxDie virus that's killing Snake – has been abducted by Liquid. Why? Her *legs*, surely...

Foxhound... use nanobots
Meryl's elite soldier unit Rat Patrol Team 01 (FOXHOUND), use nano technology to co-ordinate/react wordlessly mid-battle.



Vamp... is immortal, but not scar proof
Vamp's killed – three times – in *MSG2*, including a head shot (hence the scar), but refuses to die. In *MGS4*, he's in the chopper with Naomi, so we *guess* he's working for Liquid, still fighting The Patriots. The secret of his revival? Every time he 'dies' in *MGS2*, he's touched by water...

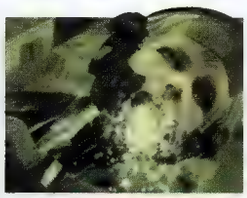
QUOTE

Developer insight

"She's called Big Mama. Her name might suggest something, but I won't comment any further on it," teased Kojima as TGS. "Solid Snake's story will end in *MGS4*. One idea was that, since Snake and Otacon are breaking the law, I thought they should turn themselves in and, for the sake of justice, be executed by the law – but all my staff were against the idea, so I decided against it. If there's an *MGS5*, it doesn't have to be Solid Snake. He's one character I don't want to entrust to other people. It's the concluding chapter, so we asked our staff if they wanted anything answered... turns out there's a lot".

Hideo Kojima
Producer and Director

Eva... is 'Big Mama'
MGS3's saucy double-agent is back, 50 years on, as 'Big Mama'. Guess? Her rumpo session with Big Boss in *MGS3* was significant.



Raiden... has white 'blood'
Raiden/Ninja coughs up white 'blood', presumably after the Vamp scrap. Theory? He's not human, but a cyborg.

Metal Gear... Ray and Rex are back
Metal Gear Ray (pictured left, from *MGS2*) and Rex (right, *MGS*) are back, piloted by brothers Liquid and Solid Snake respectively, in what might be *MGS4's* climatic battle. We're praying you get to fight in real-time, but suspect this showdown is a prelude to a bigger finale.

Johnny Sasaki... is Akiba
In the E3 trailer, he's the only one not affected by the nanomachine 'siren'. We suspect this 'ten year vet' will play a surprise key role.

KNOWLEDGE

Eight things you might have missed

Seen the trailer? Here's the juicy hidden stuff...

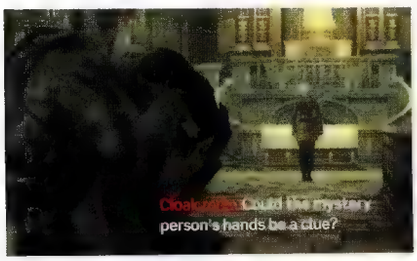
1 The FROGS are female

Liquid Snake's private army, the FROGS, move in synchrony, like an evolved version of the Tengu troops from *MGS2*. While they look – and shriek – like women, they evaporate in a blue mist when killed. Could they be cyborgs? They share the same distinctive foot spikes as Vamp (E3 2007 trailer), so it's a fair bet both work for Liquid – even though Vamp resents him for killing Fortune.

FROG spikes Note their spiked toes and synchronised moves.

2 Who is Snake holding?

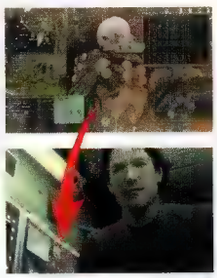
When Snake meets Eva, he's holding a cloaked figure. Who? Look at the gloves. While most of the Foxhound team wear black gloves – so it could be Meryl, or Akiba – it rules out Raiden, whose hands are silver. Mad punt? 'Old' Snake also wears black gloves with shiny knuckles – so he's being held by 'Young' Snake. Or vice versa. After all, you only see him from behind...



Cloaked figure Could the mystery person's hands be a clue?

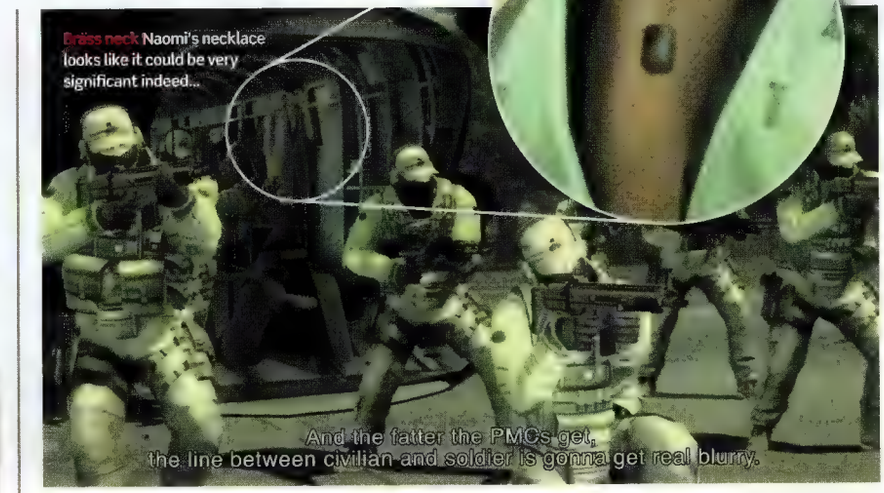
3 Meryl's Sneaking Suit

Meryl's costume says 'Sneaking Suit', which was high-tech kit in *MSG2*, but must have become more regular fare under the open PMC market economy.



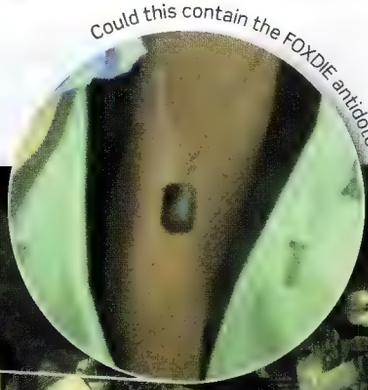
4 Otacon's wallpaper

In the new TGS trailer, and the E3 2005 trailer, you can see *Z.O.E.2* character wallpaper on Otacon's computer – a cheeky hint that the mech series is still in Kojima's thoughts? We'll see...



Brass neck Naomi's necklace looks like it could be very significant indeed...

And the fatter the PMCs get, the line between civilian and soldier is gonna get real blurry.



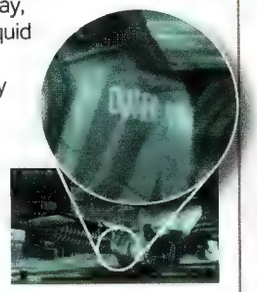
Could this contain the FOXDIE antidote?

5 Naomi's 'kidnapping' and mystery necklace

In the TGS trailer, Naomi's in the chopper, with Vamp kneeling in front. A prisoner? She doesn't *look* under duress – so it could be a staged rescue. Note how the camera lingers on her necklace. Does it contain a secret? The FOXDIE cure perhaps?

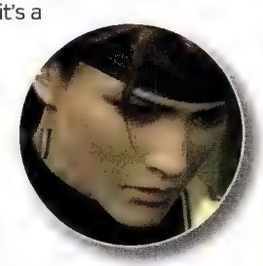
6 MG Ray's new paint job

Metal Gear Ray, piloted by Liquid Snake, has been renamed as property of 'Outer Haven' – Liquid's version of 'Outer Heaven', the soldiers' utopia Big Boss dreamed of – proof you'll visit there in *MGS4*?



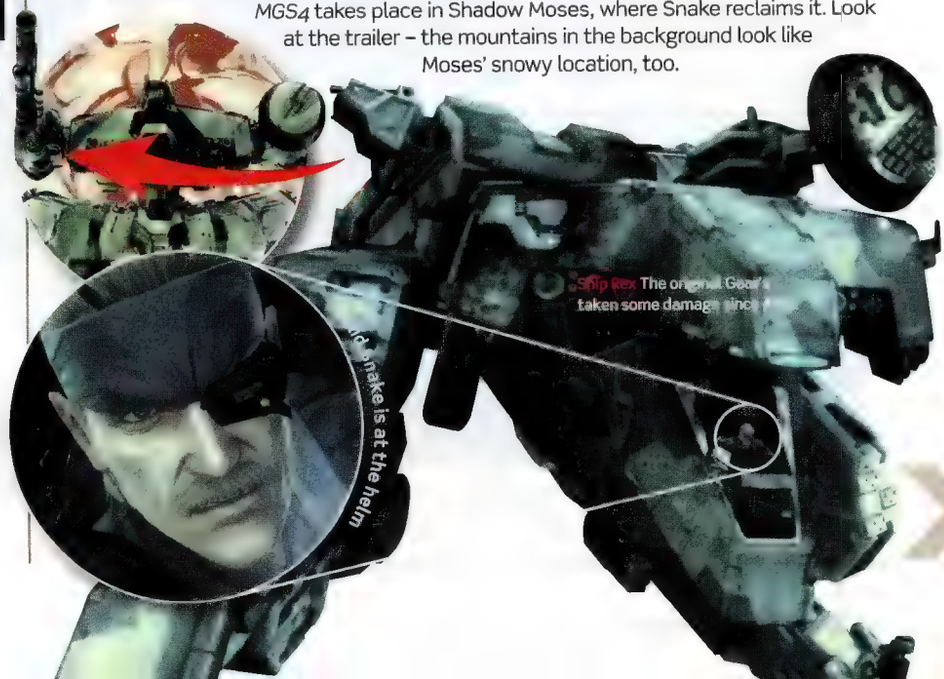
7 Meryl's bullet casing earring

On one level, it's a direct reference to Meryl (no relation) from Koj's old game *Policenauts* who also wore a bullet earring. But could it be a momento of her encounter with Sniper Wolf in *MGS*?



8 Metal Gear Rex, piloted by Snake

The deadly Metal Gear Rex, from *MGS* on PSone is back, piloted by Old Snake – but damaged and missing its railgun from the original boss battle. Our guess? Part of *MGS4* takes place in Shadow Moses, where Snake reclaims it. Look at the trailer – the mountains in the background look like Moses' snowy location, too.



Ship Rex The original Geo[illegible] taken some damage since [illegible]

[illegible] snake is at the helm

Look closely... the tank belongs to arms dealer Drebin.

KNOWLEDGE

MGS4's weaponry revealed

Meet Drebin – the arms dealer with all the answers...

MGS4's warring factions are all Private Military Companies (PMCs) secretly controlled by an umbrella company – Outer Heaven. As a result, all aspects of war are regulated, like a business transaction. "ID-tagged soldiers carry ID-tagged weapons, using ID-tagged gear", reveals the E3 2006 trailer. Outer Heaven might *think* they've achieved total battlefield control, but there's one element they haven't accounted for – renegade arms dealer Drebin.

Wesley Snipes look-a-like Drebin, and his soda-addicted *monkey*, supply Snake with untagged gear, allowing for complex weapon modding. Judging by his tank (above), seen battling the organic Gecko's in the TGS trailer, we think Drebin will be like *Resi 4's* merchant, popping up in the most bizarre locations with increasingly powerful weapons. There'll be over 70 in total, with the initial batch showcased over these pages. Weapons are juggled mid-game using the tradition L2 / R2 menu system.

Who's This?

Arms dealer Drebin was one of the first characters written in MGS4's plot, and his magic tricks were motion captured by a professional magician. He's voiced by Keiji Fujiwara, who played weapons expert Sigint in MGS3. We like.

Who's This?

Drebin's monkey, Little Gray, was added because Koj thought Drebin was 'plain' compared to MGS4's other characters – but also because Raiden's real-life motion capture actor was so good at monkey impressions. Odd indeed.

WEAPON MODDING

How do mods work?

Turn your AK47 into a shotgun

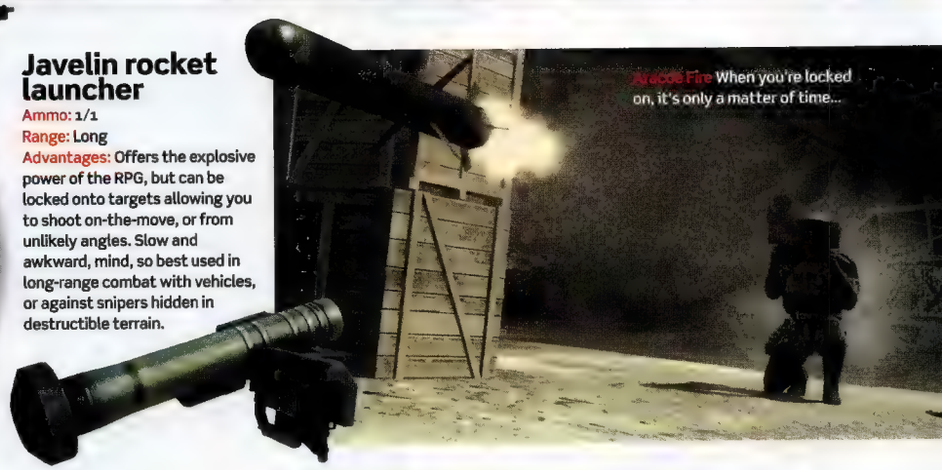
Lock stock We're not sure how you'll acquire weapon parts – we're guessing a mixture of paid-for equipment from Drebin, and some unique weapons/bolt-ons from boss battles. The Ak47 above has room for a laser scope, and a pump-action shotgun attachment.

Pistol

Ammo: 41/41
Range: Short/Medium
Advantages: Snake's trusty MkII pistol offers limited power, but is a CQC weapon (Close Quarters Combat), allowing Snake to charge in and use takedown throws – which are now activated using left analog flicks and ◎.

Javelin rocket launcher

Ammo: 1/1
Range: Long
Advantages: Offers the explosive power of the RPG, but can be locked onto targets allowing you to shoot on-the-move, or from unlikely angles. Slow and awkward, mind, so best used in long-range combat with vehicles, or against snipers hidden in destructible terrain.



Sleep gas mines

Ammo: N/A
Range: Short
Advantages: Snake's always had remote detonated C4 charges and unwieldy impact-primed Claymore mines, but the Sleep Gas Mines are less likely to attract attention, but equally effective on groups of soldiers.

Here how you go The mine beeps as men near...
Clouded judgement MGS4's
second to none.
Freeze your daddy Now run in and shake them for objects.

M14ebr Sniper rifle

Ammo: 32/32
Range: Medium-Long
Biography: We're yet to use one, but looks like a semi-automatic, so you won't get caught out at close range. Expect a range of clip-on laser sights and stabilising stocks.

"For the first time, *MGS4* lets you pick ammo type"

Stun knife

Ammo: N/A
Range: Close
Advantages: Snake's default weapon is highly effective for interrogating foes when used in conjunction with CQC – plus it can be charged to deliver knockout electric stun attacks, a bit like Olga's high frequency blade in *MGS2*.

M870 Shotgun

Ammo: 32
Range: Short
Advantages: One of the most customisable weapons. For the first time, *MGS4* lets you choose ammo types, including *Splinter Cell*-style rubber rings for non-lethal knockouts.

PSM3 Reckons

We could fill the mag *every month* debating *MGS4*'s mad extremes – and that's why it's the most exciting game of 2008. Full stop.

ETA MAR 2008

PS3

Pub Sierra | **Dev** AzM
Players 1 | **Genre** Action
FYI PS3's answer to Kill Bill's Beatrix Kiddo

ON THE DISC
We'd get *Wet* on the disc next issue

Wet

Meet PS3's never say dry anti-hero. Nathan Irvine

You can run up and flip off walls

1 Rubi really flips out

Rubi's a deadly acrobat, exploiting the level's natural cover to cartwheel, backflip and slide on her knees as you blast everyone in the way – think *Stranglehold* meets the Russian State Circus.

Falling for her You'll need to leap enormous gaps to avoid certain death.

2 Leaps of faith

Like Lara Croft and the Prince Of Persia, Rubi has to inch her way through levels by leaping to ledges and swinging from poles. Thanks to her agility she's able to perform death-defying jumps across gaps and can scramble up handrails to get the jump on the enemy.

Rubi's flexible enough to perform back-breaking moves like this

3 Dual-wielding gun porn

As a ruthless contract killer (Wet work - hence the title, see), Rubi's packing devastating Colt Pythons, powerful shotguns and an array of automatic weapons – all of which are nicked from your dead enemies. Nice. Oh, and don't forget she's also packing...

Backstab Rubi can fend off foes who enter her radius of death. Like this bloke.

4 Stylish swordplay

...a deadly samurai sword to dispatch enemies up close and personal. She's got multi-staged attack patterns – activated using quick-time events in the early code, but this may change. You can even chop at foes as you run across walls.

Rubi focuses on using her surroundings to her advantage

Taking the high ground with wall-running moves

5 Using the walls to escape trouble

Like Inspector Tequila in *Stranglehold*, Rubi can leap around while blasting multiple enemies – in fact, she can even independently dual-aim, pointing her guns different ways at once. The ability to run up walls, dive over barriers and balance upside-down on ladders, means its not just a case of clearing levels, but doing so with style – this game will live or die on its level design. With a massive variety of objects, weapons and routes, expect *Tony Hawk*-style optimal shooting/acrobatic combo lines throughs levels.

PSM3 Reckons

It'll have plenty of action-packed moments, but with *Stranglehold* offering similar play – minus the sword – *Wet* will need more tricks.

ETA APRIL 2008

Pub Capcom | **Dev** Capcom
Players 1 | **Genre** Action
FYI The stylish action epic returns

ON THE DISC
We'll have more of *DMC4* on an upcoming disc
PS3/Coming Soon

Devil May Cry 4

Dante's devil women are back... **Andy Kelly**

Fans of the *Devil May Cry* series will be overjoyed to hear that two of the series' best – and sexiest – characters are making a triumphant return in *DMC4*. There's Trish, a demon created in the image of Dante's mother by the Hell beast Mundus, and Lady, a saucy devil hunter whose weapon of choice is a rocket launcher with an enormous knife strapped to it. And, as is tradition for female characters in Japanese-developed videogames, they've been given preposterously revealing new clobber; check out Lady's new cleavage-exposing shirt and Trish's two-sizes-too-small corset. You don't get *that* in Primark. Whether or not these two will actually be playable remains to be seen (Trish was briefly controllable in *DMC2* as a secret character) but their presence is a definite fan pleaser.

Three's a crowd Here's Lady and Trish at Dante's office. See his trademark pizza?

QUOTE

Developer insight

"We probably could have done this on PS2, but it wouldn't have had the visual power that a game like this needs. Also, developing for PS3 is good for us because we can cut loading times and have more enemies on-screen at once."

Hideaki Itsuno
Director

Nero to hero

But the demo shown at Tokyo Game Show this year consisted of the same levels Capcom have been showing over and over again since the game was first revealed several E3s ago, with the exception of a single new scene; an incredible battle between Dante and new lead character Nero. The rumours that Dante would be a boss in *DMC4* are true, and for the first time you'll be going head-to-head with the Son of Sparda. When the battle ends we see a cut-scene of Dante pulling Nero's sword out of his chest. "You're not human!" exclaims Nero. "Neither are you," quips Dante before disappearing into the night. What could all *that* mean?

Hardcore *Devil May Cry* fans online seem to think Nero is Dante's son, although with so little info released about the character we'll save our speculation for previews nearer the game's release. All we know for sure is that this will be the best, most over the top *DMC* to date.

You had to mask This mysterious 'Gilgamesh' outfit has yet to be explained by the devs.

Saucy leather-wearer Trish was last seen at the end of the first DMC

High flyer Dante's acrobatics are more elaborate than ever, even though he's almost 40.

Mark of the beast When Dante jumps this demonic emblem shows. We forget he's the son of the devil.

Kick drum Here's Dante using the Gilgamesh suit to perform a super-speed kick move.

Dante's inferno

When we saw *DMC4* in Japan earlier this year, producer Hiroyuki Kobayashi told us that most of the game would be played from the perspective of Nero, and that the Dante stages, while proper levels, will be like 'bonus' stages. In comparison to Nero, Dante's fighting style is a lot more aggressive, while Nero's attacks are slinkier and faster. An interesting contrast, especially when they do battle.

PSM3 Reckons

We love that Trish is back, and Dante's new Gilgamesh suit/weapon looks brutal. We *need* to see some new levels soon.

ETA FEB 2008

Pub Konami | **Dev** The Collective
Players 1 | **Genre** Survival Horror
FYI Another visit to ol' fogsville

ON THE DISC
Silent Hill V is on the disc this issue

Silent Hill V

New developers, same old ideas. Will *SH* lose its magic?

Andy Kelly

With the departure of original designers Team Silent (now, sadly, disbanded) the *Silent Hill* series has two options – capture the spirit of the originals or lose the magic completely. And that's the cross American developers The Collective have to bear, with only composer and part-time producer Akira Yamaoka remaining from the original team.

And we're concerned. The monster designs have none of the subtle, terrifying ambiguity of old, and look a bit 'Clive Barker' (see our *Jericho* review on page 70), being a clumsy collection of fleshy blobs and legs. And the story, the tale of a war veteran named Alex Sheppard returning from a tour of duty and being drawn into a twisted world of psychological terror and bizarre creatures, is plundered directly from cult horror flick Jacob's Ladder.

The developers say the game's going to be more like *Silent Hill 2*, failing completely to understand that the *SH* series was so consistently interesting because of its plethora of new ideas and obscure concepts. Just because *SH2*'s the best in the series to date doesn't mean we want more of the same. With such a rich, unique mythology to draw from, we expected something disturbingly original, not another traipse through rusty, wheelchair-lined hospital corridors. Although we do like the new 'wound' physics that show you – in grizzly detail – the moment lead pipe meets head.

QUOTE

Developer insight

"We are working on a new unique idea of fear in daylight, and the game will play like *Silent Hill 2* with psychological roots. We want to make this like earlier *Silent Hill* games."

Akira Yamaoka
Producer

Door power Alex, a locked door, a small boy and – uh, oh – a scary evil nurse.

Gore grew But Alex saves the day. We fear *SH5* may rely on gore too much.

Eww, matron

SH5 looks a bit more schlock-horror, rather than psychological terror. Here, a small boy is terrorised by a nurse-beast (next-gen graphics mean the nurses all have superfluously massive parpers – 'sexy'). You've got to find your way through this door and hack her to bits.

Stop reading, boy, and flee...

PSM3 Reckons

We've not lost all hope, but we want this to be more Ringu and less The Ring, if you know what we mean. *Please* surprise us, *Hill 5*.

ETA
MARCH 2008

THE ROAD IS YOUR CANVAS.

HIGH SPEED ARTISTRY - IT'S HOW RACES ARE WON. POWERSLIDES. DRIFTS. FEARLESS OVERTAKING. BOOST YOUR KUDOS AND GET THE CROWD ON THEIR FEET WITH EVERY HIGH-SPEED PRECISION MANOEUVRE. EACH ONE YOU MAKE LEAVES A MARK. NOT JUST ON THE TRACK, BUT ALSO ON THE OTHER DRIVERS' FRAGILE LITTLE EGOS. XBOX.COM/PGR4

PGR4
PROJECT GOTHAM RACING®

Microsoft game studios

BIZARRE CREATIONS

3+ www.pegi.info

OUT OCTOBER

© 2007 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, PGR, Project Gotham Racing, Xbox, Xbox 360, Xbox LIVE, and the Xbox LIVE

Jump in.

XBOX 360 LIVE

This is living

LAIR® ©2006-2007 SONY COMPUTER ENTERTAINMENT AMERICA INC. PUBLISHED BY SONY COMPUTER ENTERTAINMENT EUROPE
DEVELOPED BY FACTOR 5. LAIR IS A TRADEMARK OF SONY COMPUTER ENTERTAINMENT EUROPE. ALL RIGHTS RESERVED.

PLAYSTATION 3

Your words, your pictures, your videos...

Your Space

Start

44 Letters
Choice cuts from the PSM3 mail sack.

45 PSN Mail
Send us a message over the PS3 Network.

46 Tech Ken
Ex-Sony guru answers your queries.

46 Poll Position
Vote – you'll see democracy in action.

47 MySpace
Our eight favourite readers this month.

48 Reader Reviews
Think we talk rubbish? You try it.

49 Right or Wrong?
Disagree with our scores? Say so.

49 YouTube
The best gamer videos out there.

PSM3 Wants You!

Post PSM3, 30 Monmouth St, Bath, BA1 2BW. Star letter wins the writer a game

Email PSM3@futurenet.co.uk

PlayStation Network Send your messages to PSM

MySpace & the PSM3 blog Go to myspace.com/psm3 or check out psm3mag.com

Online Play the team at online games and win big

Letters To PSM3

Your letters and emails, sifted and printed

New technology, same old ideas...

LETTER

With so much untapped raw power available in PS3, it got me thinking about how the future of games is not in graphics, but in player immersion.

I had a go on the *Sega Rally* demo it dawned on me that it's not a 'next-gen' game at all, but an old game with improved graphics and the same limitations of the last generation – invisible walls, low resolution crowds, with basic animations and unconvincing foliage lining the side of the track. And that's the problem. Unless developers move away from last generation design and start to develop for the new generation, then that's all we're going to get – same game, new graphics, but the same limited environments.

> "The future of games isn't in graphics, but in player immersion"

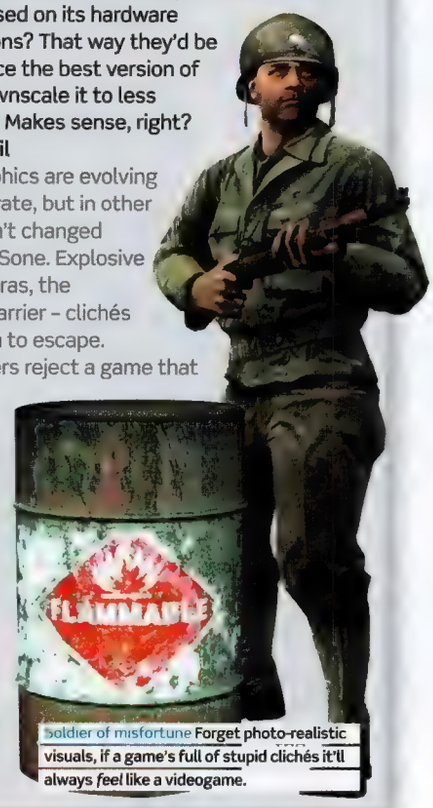
Heavenly Sword is a prime example, where you don't have full control to explore the environment or control the camera. Unforgivable. Unless developers start to deliver next generation titles with immersive environments that make you forget that you're playing a game, then people will begin to wonder what they paid £400 for. Even *GT5* has no car damage. Come on Sony, this is one of your triple A titles, so start treating it like one. It can't be hard to implement damage.

If PS3 is the most powerful console of this generation, why don't developers make their games based on its hardware specifications? That way they'd be able to produce the best version of their game and downscale it to less powerful consoles. Makes sense, right?

Adrian Saxby, email

Physics and graphics are evolving at a preposterous rate, but in other areas games haven't changed since the days of PSone. Explosive barrels, fixed cameras, the dreaded invisible barrier – clichés we can never seem to escape.

But would gamers reject a game that broke the 'rules'? The developers of *Assassin's Creed* claim non-gamers prefer their button-holding parkour system – but we found it annoying. As a general rule: Don't tease us with what we can't interact with – or it breaks the illusion of reality.



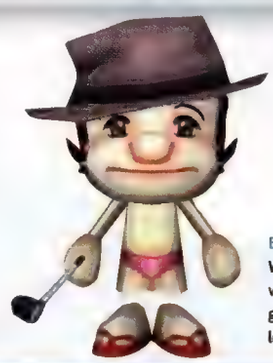
Soldier of misfortune Forget photo-realistic visuals, if a game's full of stupid clichés it'll always *feel* like a videogame.

The naked truth

I was reading issue 92's Last Laugh and I think I know why nobody in Japan wants to play *Everybody's Golf 5* with you. Truth is, Japanese are very conservative and shy people and you, if I recall corrctly, were wandering around the lobby naked like a weird S&M sex doll. It wasn't a language barrier, it was an attitude barrier. Anyway, what's the deal with PS3 game boxes? They're all dull, dark and boring, almost screaming "Don't buy me, don't buy me!" And why do most PS3 games use the same colour palette of green, black and grey? More colorful, less chaotic games, please.

Kerem Sanatel, Istanbul

Agreed. We're sick of traipsing through muddy fields and battling down grey futuristic corridors. As for the game boxes, we presume they're 'muted' and



Brief encounter Who wouldn't want to play golf with this lovely fella?

"You What?"

Thanks for writing. No. Really

I don't have a beer belly, I have a protective layer for my six pack.

Anto, MySpace

Us too, and it's stronger than diamond-laced Kevlar.

Whatever happened to *Oblivion* on PSP? I haven't heard anything about it in ages.

paşhalsey, email

You know, we don't actually know what happened to this. But apparently it'll be out in early December...

I have a script for a game but don't know where to go to get a

PSNMail

Our PS3 username is PSM3uk. Send us a message. Please

So *Gear*, yet so far
Wouldn't it be great if Konami remade the original MSX *Metal Gear* games? That'd be amazing. I've never played them. **Biders**
That would be great, actually. Although if you *really* want to play them now, grab a copy of *MGS3: Subsistence* – they're on there in all their original pixelated glory.

Pie, cheat and steal
Pie Jon. He is a man called Jon who likes to eat pies! **JCPenny**
Really? Thanks for the insight.

Hammer time
Sex with satan, the loudest sound. Sounds like a hammer from Hell. **parasitegod666**
Er... you've all gone mad.

Minor threat
Put this message in next month's mag or I'll kill you all! **WORLD_THREAT**
No.

Skate or die
Your *Skate* custom skater looks more like Dave Grohl than Dan D. Rock on! **Aidano8**
You're right. Blame *Skate*'s pretty limited Create-a-Skater options.

PlayStation network send your messages to PSM3uk

Car in the making **This is as realistic as driving gets on PS3, but John from Newcastle wants *more*.**

'minimal' to reflect PS3's painstakingly-cultivated brand identity of aloof adult 'cool'. We say: it all looks a bit 2001. Let's move on, eh?

Drive and kicking

I've always loved racing games. Over the past few years they've progressed graphically, but I've started to get bored of them. It's always the same; you get in the car, start the race, crash a few times and finish.

To make them more interesting I think racing games should be more realistic, whether it be safety cars or men at the side of the track waving flags, or even driving yourself through the pit lane. I really think a safety car in a racing game would be awesome.

Imagine if someone crashed and the safety car was deployed. Of course it would be annoying the first couple of times but the sense of realism would be immense, don't you think?
John, Newcastle
The racing genre's pretty restrictive, leading developers down a T-junction of creative bankruptcy: 1) Realism – make games gruellingly authentic like *GT5*. 2) Absurdity – making games explosive like *Burnout*, or *Full Auto 2*. Anyone know how to shake things up?

Release hate

What's the story with PS3 releases? I saw an advert for *Medal of Honor: Airborne* on telly saying the release date was September 7, followed by a message saying it wouldn't be out on PS3 until November. That's two months after it's released everywhere else! Then a *Stranglehold* advert said it was only available on PC and Xbox 360. What about the PS3 version? Why is that so late.

After paying 600 Euros for a PS3 I think I should be able to get games at the same time as everyone else.
I bought a 360 after the initial delay, and when the PS3 finally found its way out of the factory I decided to give it a chance. I don't know why I sold my Xbox. I should've held onto it. I could be halfway through *MoH* by now.
SlyEagle, Newcastle
Quite simply, this is because it's difficult to develop for PS3 at the moment. Developers have had Xbox development kits for three years now, but have only recently begun to work with PS3. But don't worry, delays like this will be a thing of the past when designers get more confident with the hardware. It *does* annoy us, mind.

Family values

Recently, during a flaming from my father about some obscure matter, he threatened to remove my PS3.
I couldn't believe my ears. It was like hearing that your dead dog was being eaten by your neighbour's son! Later that night, while thinking of some way to get back at him, I noticed my *Guitar Hero* guitar lying under my bed.

I put the game on and got rocking until the early hours of the morning. The next day I was going to let all hell break loose, until I thought of a civil and relaxed way to reunite the family. Being the civil and kind caring guy I am, I challenged my father to a 'rock off'.

FAMILY
TROUBLES
Are your family constantly at each other's throats? Tired of the fighting and the arguing? Then try our Guitar Hero therapy course. It really works!
CALL 555-GUITAR-HERO NOW!
Session costs £49.99 (incl. guitar)

Helping hand **World leaders should solve their problems with a televised game of *Guitar Hero*. There'd be less wars.**

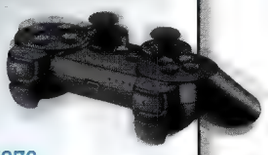
publisher to notice it.
saintsrow2007, email
Hmm, unless it's REALLY good we don't think you have much of a chance. Publishers tend to hire actual writers. But you could try mailing them the script. If you want.

'Best' of the Blog

Visit PSM3MAG.COM and have your say

"I pwned PSM3 several times in a *Warhawk* deathmatch!
Posted by: Mazman

"Rumble? I couldn't care less. We need exclusive games, not effing rumble"
Posted by: Vegito70



'Best' of the Rest

Elsewhere, Rorschach shares a tale of drunken 'fun'. "We mixed Aftershock, cheap vodka, lager, peach schnapps and Lambrini." If you were sick, you *deserved* it. Meanwhile, Darkeye gets excited about *Eye Of Judgement*. "I want to collect all the cards and become a powerful bitch!" Quite.

Blog We post every day. Mostly. Go to psm3mag.com for more.

Poll Position

We ask. You answer

This Month Best *SingStar: Rocks, Popworld or Anthems?*

Rocks	Popworld	Anthems
10%	20%	70%

Next Month Best PlayStation 2 *Final Fantasy: X, XI or XIII?*

MySpace Cast your vote by emailing psm3@futurenet.co.uk

The winner would keep the console, and the loser would do the dishes. Oh such pain if I lost, but I dared not think of the consequences. He solemnly agreed, and the battle was on. He played first and reached a respectable score, but my practice and skill was to prevail. I rocked off and succeeded. This proves that games don't have to be about war and conflict and can in fact bring families together.

Aaron McEvoy, Surrey

Dads love thrashing about with imaginary guitars. They're powerless against vintage rock. Although we're glad you settled your differences with *Guitar Hero* and didn't decide to have some kind of twisted *Manhunt* 'murder off' instead.

Shoot the runner

What the hell happened to *Zone of the Enders 3*? Way back in issue 80 there was a tiny box dedicated to this sequel of dreams, ending with assurances that next issue there would be more information from Lord Kojima himself. Issue 81, if I recall correctly, featured the words '*ZOE 3*' on the cover, but contained nothing regarding the alleged game. Moreover, however much I scour the Internet I can't find anything even affirming the game's existence, let alone any details.

Please put me out of my misery: is *ZOE 3* coming or not? With PS3's power behind it, I find it hard to even contemplate what this awesome series could achieve.

NeMI575, Surrey

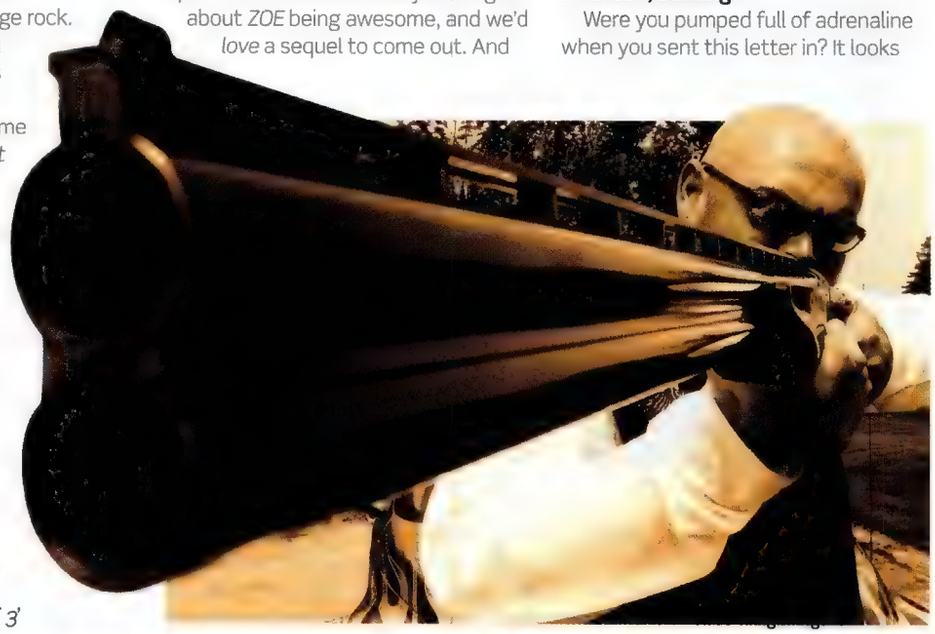
Imagine learning a secret, then being told it wasn't true by a talking gun with lips. It's a bit like that. But you're right about *ZOE* being awesome, and we'd *love* a sequel to come out. And maybe one will. Yes... *maybe*. Look – it's the Goodyear blimp!

Gun love

I've loved playing games since I was nine. It's my most solid interest, along with racing cars, paintballing and pump-action shotgun shooting. On PS3 I love these sexy, sexy games: *Stranglehold*, *Army of Two*, *Metal Gear Solid 4*, *GTA*. I also like being full of adrenaline, which is why I like *Just Cause*, *F.E.A.R.* and sky diving!

J Hansen, Barking

Were you pumped full of adrenaline when you sent this letter in? It looks



Tech Ken

Live from his retirement home, ex-Sony guru Ken Kutaragi answers your tech questions

Dear Ken

How do I save images from the Internet to my hard drive while using the PS3's internal browser? I want to attach them to PSN messages!

Tom Meighan, email

"Simple one, this. All ye have to do is wave yer cursor over the image ye want to save and then click on it. A menu should appear with the option to save the bugger onto yer hard drive, so just click right there. Easy, eh?"

Dear Ken

Whenever I take my PS3 over to my mate's house, I have to make sure I change the settings from HD – which I use on my telly – to SD for his rubbish old portable CRT. This is annoying as sometimes I forget. Is there any quick way to reset to basic A/V settings? Please help, Ken I need your advice.

Mike Donovan, Leicester

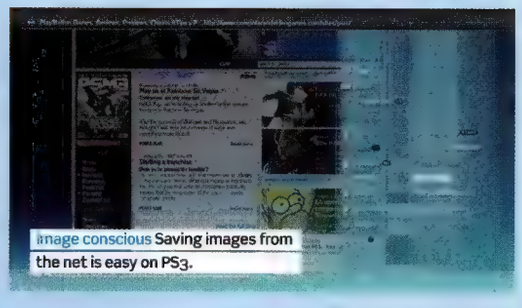


Image conscious Saving images from the net is easy on PS3.

"Oh, I will, son. Don't you worry. Reet, to do this ye should turn the PS3 off at t'back. Properly shut it off. Then flick the switch back on, hold the power button in for a few seconds until the light flashes once and you hear an 'orrible beep. This sets everything back to basic settings so ye can play on yer mate's rubbish telly. Crikey, easy questions this month, eh? Gimme a challenge!"

Dear Ken

When the DualShock 3 comes out and all these rumble-enabled games are released, will my Sixaxis still work with them? Please tell me it will because I can't afford a new pad, so I'm going to be stuck with this one.

Raff Morgan, Surrey

"Of course it will, ya daft a'peth! Yer controller will work fine, you just won't get to experience the joys of t'rumble. If I were still in charge over there I'd have never let them release a rumble pad. Nonsense it is. Nonsense. Back in my day..."

Email us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Robo'.

"Games can actually bring families together"
Aaron McEvoy Surrey

like it, what with the mad scratchy handwriting. Had you been out shooting pump-action shotguns before you wrote it? It's good to see someone this excited by games, though – even if they're all, er, absurdly violent. Nerk.

Mouth of madness

I am sick of game characters having weird looking mouths when they are talking. It's so unrealistic. Why can't developers design lips that move in time with the words the character's speaking? Some of the worst offenders are in The Darkness. The characters look like they're doing a ventriloquist act. Even if you look at the latest Killzone 2 footage very closely, the mouths still flap up and down. They are the best I've seen yet, but still don't look right. This might seem like a minor issue but for me it's really annoying and destroys the illusion of a game's reality. It needs to be sorted out.

Danny Ladd, email

Yeah, lip-synch is pretty hard to get right. But think about it – when you move your mouth to speak there are loads of muscles and joints all moving around, creating complex shapes. To recreate it perfectly would take thousands of polygons. Personally, we think hands are worse. They always look stiff and unnatural. Bah.

Cyborg justice **We love *Z.O.E.* and are praying for a shiny next-gen version.**

UK myspace a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

Matthew

ABOUT HIM

"I live in the troubled town of Heywood in England. I play bass for my band Ocean Rush."

MUSIC

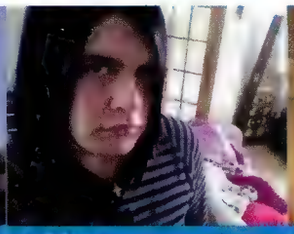
"Tenacious D, Nickelback, Theory Of A Deadman, Jon Brion, Paramore, The Thrills."

CURRENTLY PLAYING

SOS: The Final Escape

WHY WE MADE HIM TOP 8

Because he's playing a game we hailed as a classic in Extended Play a while back. And we like his mid-air monkey impression.



Jaiden

ABOUT HIM

"Green eyes. Dyed dark brown hair. Erm, I like reading (a lot), drinking occasionally, shopping, eating."

INTERESTS

Films "Sin City, Cruel Intentions, Nightmare Before Christmas, Moulin Rouge, What Lies Beneath." Books "Gabriel Garcia Marquez, James Herbert, Terry Pratchett."

CURRENTLY PLAYING

Oblivion, Final Fantasy XII

WHY WE MADE HIM TOP 8

Because according to the 'Dante's Inferno Hell Test' on his profile, his wrath levels are reassuringly low. His lust, however, is high. Yikes.

Bakkefar

ABOUT HIM

"What time is it? 5 o'clock! I was born in Oslo, I never fail, I play *Final Fantasy* and I like to travel."

MUSIC

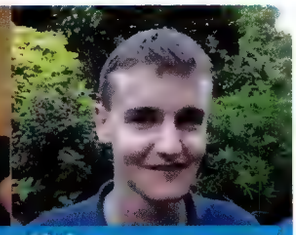
"NOFX, Danko Jones, ABBA, Turbonegro, Surferosa, Iron Maiden, Megadeth and Muse."

CURRENTLY PLAYING

Guitar Hero 2

WHY WE MADE HIM TOP 8

Because we like wild claims, and "I never fail" is definitely up there. We also like *Final Fantasy*, and Oslo. We just like *stuff*, man.



Chris

ABOUT HIM

"I'm an average (in most respects), hardworking 21-year-old with a range of interests."

WOULD LIKE TO MEET

"Anyone with the same interests as me, basically! I am, however, getting sick and tired of receiving friend invites from spammers claiming to be 'nude models'."

CURRENTLY PLAYING

Vice City Stories, Parappa 2

WHY WE MADE HIM TOP 8

We're sick of those spammers too, Chris. We click and click, but still no sexy pictures. Just credit card fraud and bankruptcy. Boo.

Jonny Boy

ABOUT HIM

"Hi, my name is Jon. I'm 15 and i have green eyes. And I also skateboard, so yeah."

MUSIC

"Blink 182, Papa Roach, Alexisonfire, Mindless Self Indulgence, System Of A Down, Sum 41, Fall Out Boy, 30 Seconds To Mars, Slipknot."

CURRENTLY PLAYING

Dragon Ball Z: Budokai Tenkaichi 2

WHY WE MADE HIM TOP 8

The Rodney Mullen video on his page is amazing. We've never seen skate tricks like it. Seriously, search for him on YouTube.

Jade

ABOUT HER

I'm Jade, and I'm a big Spider-man and Tobey Maguire fan."

MOVIES

"Movies, movies, movies, music, reading, videogames, magazines (Total Film, Empire). My fave videogames are the *Ratchet And Clank* series."

CURRENTLY PLAYING

Heavenly Sword

WHY WE MADE HER TOP 8

We like movies too, although not so much as to say it three times consecutively. Why aren't we in your favourite mags, eh? Eh?

Ben

ABOUT HIM

"Hey there, I'm called Ben – or Booz, depends who you are, lol. I got glasses and green eyes."

MOVIES

"Die Hard, 300, Sin City, Lord Of The Rings Trilogy, The Matrix, Mean Machine, Equilibrium, Toy Story, Monsters Inc, Predator and many, many more."

CURRENTLY PLAYING

Pro Evo 6, Ico, Guitar Hero 2

WHY WE MADE HIM TOP 8

The photo of him at a wedding with (we think) family members, and the tasteful caption, "Yes, they are my whores." Nice...

Jerome

ABOUT HIM

"I like music, sneakers, tech and life."

TELEVISION

"Lost, Scrubs, Heroes, Studio 60 on the Sunset Strip, Ugly Betty, Chappelle Show, Arrested Development, The Simpsons, Futurama, Family Guy."

CURRENTLY PLAYING

Resistance: Fall Of Man

WHY WE MADE HIM TOP 8

Exceptional taste in telly. Studio 60 On The Sunset Strip is an underrated gem of a show. And Arrested Development is ace.

MySpace Want to make our Top Eight? Go to www.myspace.com/psm3 and send us a friend request. We'll welcome you onboard, shortly.

You What?

Farmers in the West Midlands have signed up with IT training to streamline the running of their businesses.

Chris, email

Really? Awesome! Now stop spamming us. What's up with the free HDMI cable when you subscribe? What kind of bullshit offer is that? Not everyone has an PS3/HD TV y'know! Where's the variety? Where's the damn alternative offer, some classic/crappy PS2 game, eh? Who's looking out for the less financially inclined?

James Jones, email

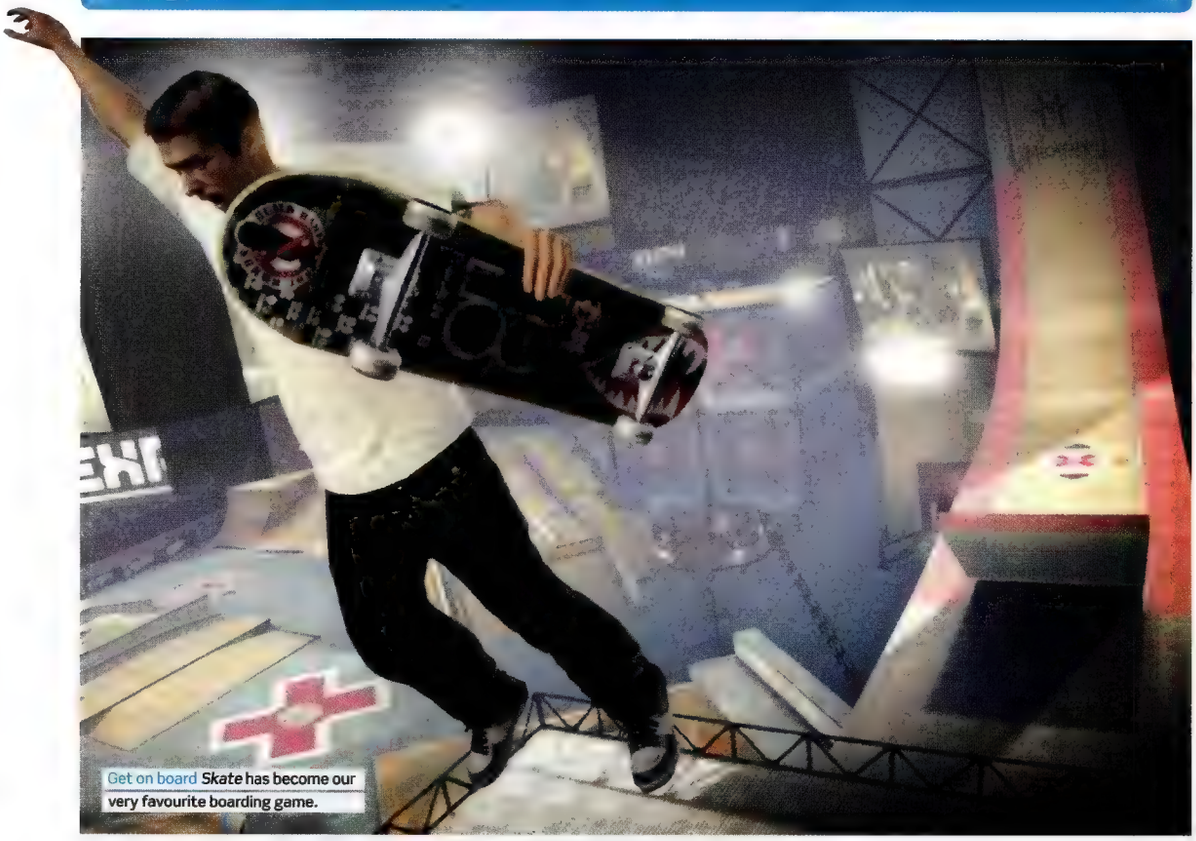
Alright, shouty. Relax. Just as a lot of people don't have HD tellies, a lot DO. And since you don't get an HDMI cable with PS3, it's a great bonus for some. I have a Japanese version of *Resistance* and I can only connect to Jap servers, which are slow. Can I switch?

Milo, Harlow

Afraid not. You're stuck playing with the Japanese. But you can get *RFOM* really cheap now, second hand...

Reader Critic

Disagree with our reviews? Then show us how it's done



Get on board *Skate* has become our very favourite boarding game.

Skate

EA's innovative 'boarding sim knocks *Tony Hawk's* to the kerb

Reader Profile

Name **Matt Harris**
Location **Portsmouth**
Fave games ***Skate, Resistance: Fall Of Man, Heavenly Sword***
About me **Currently training to get in shape for the Navy, hopefully I'll leave the UK.**

When you talk about skating games, the first title to pop into peoples' heads is the everlasting *Tony Hawk*'s series. Ever since PSone, this set of games has dominated this genre of gaming – until now that is. Here comes EA, guns blazing, with *Skate*, the next-gen skateboarding game.

The gameplay is very original. The left stick controls your character, while the right stick controls your board. Pushing ↓ then ↑ on the right stick will make your skater 'ollie' – which in skate terminology (in case you don't know) means to jump with the board.

The two shoulder trigger buttons control your arms in movement too, while the ⊗ and ◻ buttons make your skater actually skate. This in turn makes the gameplay difficult – you must perfect your movements with the right stick in order to get the trick that you want. Another thing to make things difficult is that to grind along a rail you need to land correctly on it, unlike *Tony Hawk*'s when you just press △ and then you're on the rail.

But with this type of gameplay, you're compelled to improve your skills and perfect the tricks, with the end result being that your character becomes a pro.

It looks amazing, but the physics can be weird. Being this a next-gen game you would expect that if you hit a pedestrian head-on that they would go flying as well as you, not just take a small tumble to the ground. Never mind, though.

In the end, *Skate* is a brilliant next-gen title, and shows that you don't have to be forced to go along with the declining *Tony Hawk* series. It's one you should definitely go and buy. **Matt Harris**

Reader Verdict

Great new control system that beats the Tony Hawk series hands down. **88**

@ Email us Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

Brothers In Arms

The first BIA is still a great game

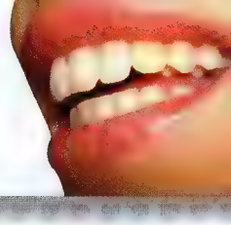
I really love WW2 games but even I can admit that they are getting rather dull. It's always just shooting, unlike real war which is about learning how to avoid and flank the enemy. That's why I love *Brothers In Arms*. It's all about teamwork and using your squad to look ahead before a level and work out the best route through. If you try and play it like *Medal Of Honor* you get killed. You can't just run and gun, you have to use tactics and get around the back of entrenched enemies and then surprise them. The atmosphere is also great. It's like the TV series Band Of Brothers and, of course, Saving Private Ryan and it has a cinematic atmosphere that makes you actually feel close to your soldier. One of the best war games out there. **Joe Bradley** **87**

Way Of The Samurai

Even we'd forgotten about this one...

This is one of the most under-rated games ever. It was ignored, but it's genius. You are a samurai (obviously) and you go around this small town in ancient Japan solving peoples' problems and getting into badass swordfights. The battle controls are really clever and it's ultra-realistic. You can die instantly if the enemy gets a direct attack in. The other good thing about this game is the branching story. You can play it 10 times and it'll never be the same. You get to make decisions, and sometimes they can affect your path to the end. You can be evil or nice, and you can customise your appearance with a large range of faces, haircuts, clothes and other accessories. You can even get an afro. This is a real hidden gem, so get it if you find it cheap. **Dave Archer** **81**

"I am sick of game characters with weird looking mouths"
Danny Ladd email



Ratchet & Clank

A fond look back at the original classic

To get ready for the PS3 sequel I decided to go back and play the original *Ratchet*. And it's still amazing. It's one of the best, most fun platformers around with loads of stuff to unlock, the best of course being the weapons. This was really a unique game and the number of ways to defeat enemies is enormous. My favourite is using remote controlled missiles to sneak up on monsters and blast them to bits. The levels are really good too, with lots of challenging platformer bits. And because every level is on a different planet, the colours and style of the stages are all different which keeps the game feeling fresh and interesting all of the time. This stands up even now, and it has made me more excited about the PS3 game than ever. **Ali Smith**

92

PSM3 You were so right!

"Incredible game, especially the online multi-player stuff. Quality."
Max Fisher, email

Resistance

We said "Too hard at times, but this vision of alien-infested Britain is beautiful."
PSM83 | Nathan Irvine | 90%

"Really just a basic shooter with some nice visuals and set-pieces."
Peter Knoxville, email

PSM3 You were so wrong!

YouTube The Video Zone

Out there gamer vids from the cyberdepths

Dave Chapelle *GTA* parody by daveb33

OMG American funnyman Dave Chapelle spoofs *GTA*, awkward character animations and all. We love the bit where he switches weapons. Chappers obviously plays a lot of *Grand Theft*. http://tinyurl.com/yqdoan

Pro Evolution Soccer 'parody' by msrackoid

ODD We don't really understand this. They say it's a *PES* parody, but it's just some very strangely shot footage of three blokes in strange outfits arsing about in a garden with a football. http://tinyurl.com/2hj4xn

MGS Owned! by ThePissedOff

LOL Famous scenes from the *Metal Gear* series where people get 'owned', usually by dying. There's a lot of ownage going on in Kojima's masterpiece. Koj loves a bit of ownery. http://tinyurl.com/yqvh2k

Skate compilation by ag1002

ACE Here's a collection of user videos from *Skate*'s awesome built-in replay editor. We like the bails the best, although some of the tricks are real technical marvels. Good skills, people. http://tinyurl.com/2zlb85

@ Created your own brilliant fan vid? Or just found a gem you want to share? Email psm3@futurenet.co.uk and tell us all about it.

Subscribe to PSM3

Special Christmas Offer!

Save 40%

Yes that's right, get 13 issues of your favourite PlayStation mag for just £2.39 each. Bargain!

Why Subscribe?

- Save lots of cash! 40% off every issue
- Never miss an issue again – 13 a year!
- Pay by Credit Card or spread the payments by using Direct Debit - only £7.78 every 3 months.
- PSM3 will be delivered direct to your door, hot off the press
- Be the first to read the biggest scoops on the biggest new releases

Two simple ways to subscribe

Call our telephone hotline...

0870 837 4722 (quote 216X)

Or quickly and securely online...

myfavouritemagazines.co.uk/christmas

(when asked, just enter the special code 216X)

This offer is available to all new UK subscribers paying by Direct Debit. Offer ends 31st January 2008. Minimum subscription term is 12 months, if at any time during the first 60 days you wish to cancel, just notify us in writing and we will refund you for all unmailed issues. For overseas subscriptions please visit www.myfavouritemagazines.co.uk/games

Back Issues

Complete your collection for only £4.49 per issue by calling 0870 837 4773

THE PLAYSTATION 3 MAGAZINE

PSM3

PlayStation 3 | PlayStation 2 | PSP

WORLD EXCLUSIVE REVIEW!

ARMY OF TWO

EA's blistering co-op shooter - ONLY in PSM3

PLUS!

HUGE PS3 GUIDE!

40Gb or 60Gb? Your ultimate guide to PlayStation 3

DECEMBER 2007 £3.99

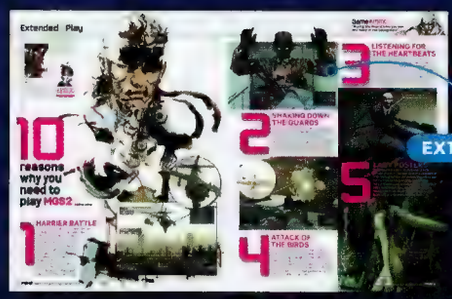
Future

PLUS

DualShock 3 Win! £2000 bike DMC4 Sitar Hero Mr Driller Skate bails...

ONLY IN PSM3

What you can look forward to in every packed issue...



EXTENDED PLAY

No mag takes you deeper into the games you love – or spills their secrets.

FEATURES

Exclusive in-depth coverage of everything PS3-related.

REVIEWS

PSM3 plays games more than anyone else for verdicts you can trust.

+ Free DVD!

Don't miss your indispensable dual-sided DVD

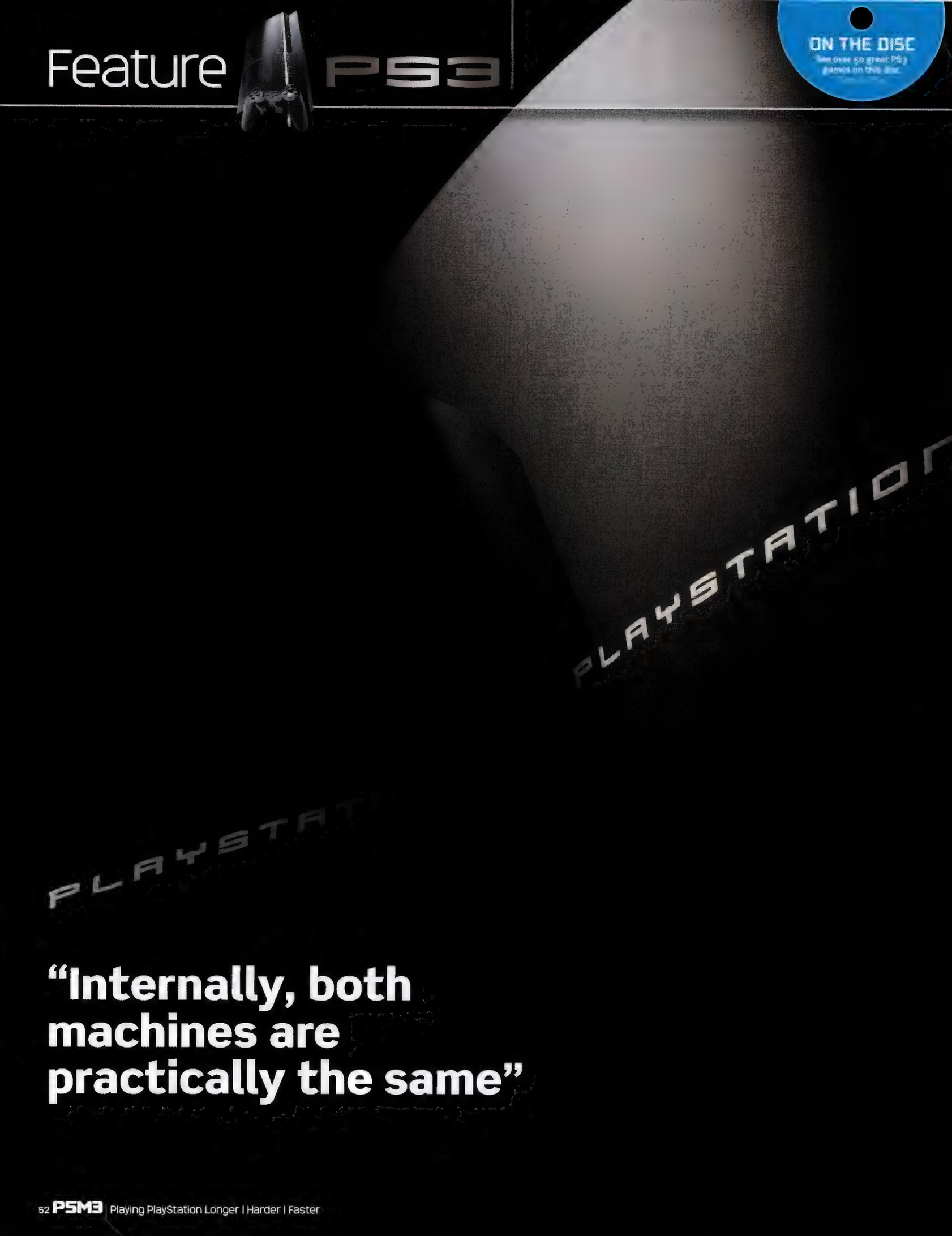
DVD movies

A Hours of PS3 | PS2 | PSP movies compatible with any DVD player

Super-quality HD movies

B PS3 | Mac | PC compatible HD movies, screens, PS3 + PSP game saves & more...

THE PLAYSTATION 3 MAGAZINE
PSM3 DVD
Over 2 hours of PS3, PS2 & PSP video + real HD footage
15
The top 50 PS3 games. The ultimate buyer's guide.
FEATURING Rock Band | Army Of Two | Ratchet and Clank: TOD | Assassin's Creed | GT5 | LittleBigPlanet | The Simpsons Game | Unreal 3 | Haze | Call Of Duty 4 | Silent Hill 5 | MGS4 | More



"Internally, both machines are practically the same"

PS3 THE ULTIMATE GUIDE

40gb or 60gb? Sony's redesigned £299 console explained – plus essential tech advice for PS3 gamers new and old...

Two price points. One console. But which PS3 do you choose – the £299 40gb model, minus two USB ports with no backward compatibility? Or the £350 60gb model, with four USB ports and a shiner trim? Over the following pages we'll explain each machine's technical differences, debunk the most common myths and help you make the best decision. Or if you're an existing PS3 owner, reveal the machine's inner secrets and essential tech tips.

Truth is, it doesn't *really* matter which machine you buy – internally, they're practically the same, and equally capable of running *Pro Evo 2008*, or – next year – the graphically-intensive *Killzone 2*. The only decision you need to make is how much money you want to spend – and whether having backward compatibility with old PS2 games is really worth the price of, say, EA's incredible *Skate*, or *Call of Duty 4*, or *Assassin's Creed*, or *Haze*...

Either way, you'll be looking to get the most from your PS3 – especially when sceptics are berating you for not spending the cash on, say, *them*, or bills, or a holiday – so we hope the expert tech advice over these pages (and on Side B of your free DVD, which you can view in hi-def on your PS3 now) will help you maximise the potential of Sony's incredibly powerful, but complicated, console. Your better-half might not enjoy furious late night multi-player sessions of *Warhawk*, but they'll sure as crikey like watching, say, The Devil Wears Prada in blistering Blu-ray 1080p. Or forcing you to sit through endless photo slide shows of weddings, or cats wearing bomber jackets. Or playing *LittleBigPlanet*. Or listening to MP3s. Or chatting to friends for free in Australia over video chat. That's the beauty of PS3. And it starts here...

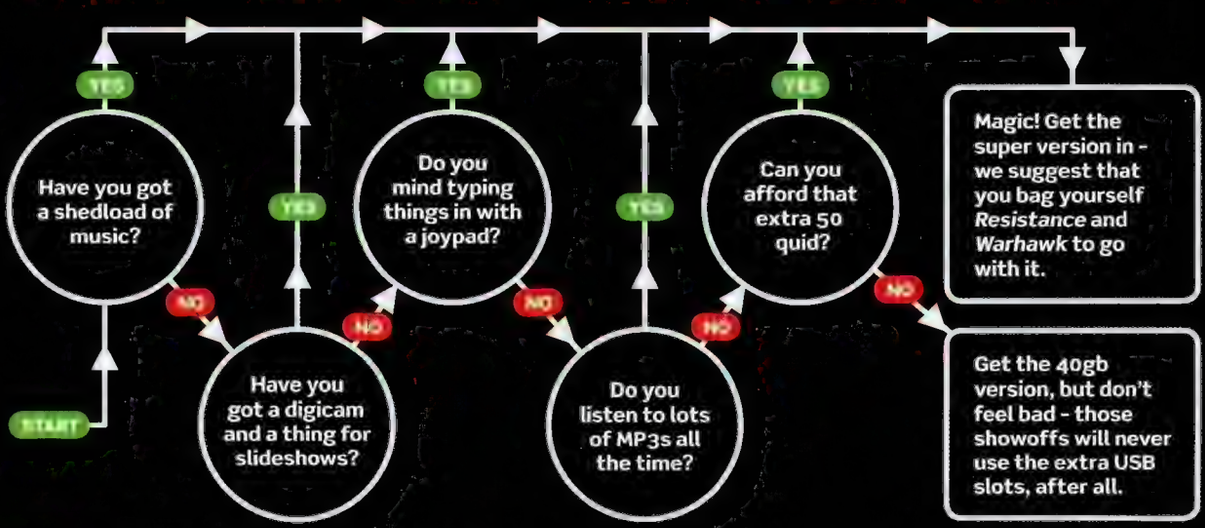
Which PS3 is best?

So, should you go 40gb or 60gb? Here's a comparison of the key features and what they mean...

	40GB £299	60GB £349
USB slots	Two slots, which can be used to connect anything from iPods to Memory Sticks. You could always buy a USB hub for more... ✓	...but the bigger model has four. Charge four pads at once, plug in a keyboard and mouse and *SingStar* mics – do what you like. ✓
Wireless connectivity	PS3 auto-detects your wireless router (if you've got one) – so getting online is easy. No? Temporarily disable the router 's security settings. ✓	The 60gb auto-connects too, but there's a bonus for people with no Wi-Fi – it comes with an Ethernet cable. 40gb owners have to buy one. ✓
Card slots	None. If you've a camera that takes Compact Flash or SD cards, you have to transfer its files to a USB stick before viewing them on PS3. ✗	The 60gb has slots (see right) for Compact Flash, SD and Memory Stick Duo – the chewing-gum-sized cards that slot into your PSP. Excellent. ✓
Hard drive	Even at 40gb, it's unlikely you'll run out of space – with PS Store titles clocking in at about 400Mb. And you can always add an external drive. ✓	60gb? It'll be handy when Sony launch PS3's recordable TV tuner (see pg58). Even now, some games use about 5gb to reduce loading times. ✓
Shiny lettering	The 40GB model really falls down here. Its metallic bits are frying-pan grey, showing you up for the pauper you are. ✗	As well as being a princely silver, its lettering's slightly raised, so visiting relatives might mistake you for a prince or duke. Perhaps. ✓

So which should you get?

See the options with our idiot-proof choose-o-tron


START
Have you got a shedload of music?
YES
NO
Have you got a digicam and a thing for slideshows?
YES
NO
Do you mind typing things in with a joypad?
YES
NO
Do you listen to lots of MP3s all the time?
YES
NO
Can you afford that extra 50 quid?
YES
NO
Magic! Get the super version in – we suggest that you bag yourself *Resistance* and *Warhawk* to go with it.
Get the 40gb version, but don't feel bad – those showoffs will never use the extra USB slots, after all.

PSM3 Reckons

A straw-poll of the team suggests we're opting for the 60gb, and flogging the two free games (most likely *Resistance* and *Motorstorm*) to buy one new game, like *Ratchet*, or *Pro Evo 2008*. Truth is, it barely matters – unless you *really* want to play PS2 games, the 40gb is just fine.

The 10 games: rated

Spend your cash wisely with our definitive guide to the best PS3 games – and the ones to avoid...

Ratchet & Clank: Tools Of Destruction

What is it? Pixar-shaming platform shooter
Why do I need it? It looks *beautiful*. The gameplay itself is the same blend of outrageous weaponry and joyous platforming that we've seen in *Ratchet*, but the levels are gigantic, bustling tapestries of life and colour.
Defining Moment Swooping across a gigantic plain on Ratchet's hover-wings, then spotting a lumbering dinosaur, landing on its head and bagging a skill point.
PSM93 93%

Elder Scrolls 4: Oblivion

What is it? Super-sized, all-encompassing RPG
Why do I need it? 70hrs+ of value
Defining Moment Killing so many people you turn into a vampire... and the fun is only beginning.
PSM87 93%

Skate

What is it? No-frills *Hawk*-beater
Why do I need it? Less silly than *Hawk*, with innovative, intuitive, controls that *feel* like skateboarding.
Defining Moment Jumping down a flight of steps and fist-pumping the air just because you survive.
PSM93 91%

Warhawk

What is it? Online masterpiece.
Why do I need it? PS3's defining online game – and only £20 on the PS Store.
Defining Moment Landing atop a plateau, then gunning the noobs below.
PSM92 90%

Resistance

What is it? Alternate WW2 sci-fi FPS
Why do I need it? Its excellent array of guns – and the Cheddar Gorge bit.
Defining Moment Making it to Spitalfields and being swarmed on by beasts.
PSM83 89%

MOTORSTORM
Mud-splattered, online racer with impressive visuals - now at bargain prices.
PSM83 88%

COLIN MCCRAE DIRT
Great handling, challenging Career mode and strong visuals.
PSM92 88%

VIRTUA FIGHTER 5
Purist-pleasing, ultra-balanced 3D fighter – but takes patience.
PSM85 87%

GRAW 2
Superb tactical squad-based shooter - one of PS3's best online.
PSM91 86%

VIRTUA TENNIS 3
Instant fun but surprisingly deep mutli-player classic.
PSM85 85%

And Avoid...

GUNDAM
Fact: in Japan, it's illegal to launch a console without one robot game. This is it. Don't touch it.

SONIC THE HEDGEHOG
Sega's once-loveable mascot hooks up with a human. Awful.

FANTASTIC FOUR
Look, we fancy Jessica Alba too, but...no. Just no. A complete waste of a decent license.

FULL AUTO 2
Burnout with guns. But it isn't as well-balanced, or as exciting or as *good* as that sounds.

The best plug-ins and peripherals

Everything you need for the ultimate PS3 set-up

PS2 Controller Converter £5.99
www.snakebyte-europe.com
Don't fancy shelling out for four Sixaxis pads? If you've got a couple of spare DualShocks around, grab one of these for players three and four - perfect for *PES* and *Splitters* marathons.

Bluetooth Headset £24.99
www.datel.co.uk
Want to strategise during Resistance? Swear at people while you play Warhawk? Look like a harassed 90s executive? Get yourself a wireless headset. Datel do one that's pretty Robocop, although almost any Bluetooth headset should work fine.

Thumb Pad Keyboard £17.98
www.madcatz.co.uk
If you really think it's going to be easier to type with your thumbs than grab a wireless USB keyboard, get this in. On the plus side, it won't clutter up your living room. On the bad side, it's rubbish.

BD-01 Media Remote £29.99
www.gioteck.com
Ipod-styled, minimalist Blu-ray remote that you wouldn't be ashamed to leave on your custom-moulded Acrilux coffee table. Better yet, it *works*, with a nice non-slip feel and a natty charging dock. Uncomplicated, with all the functions you'd need - and neat clicky button response. Satisfying.

Logitech G25 Racing Wheel £69.99
www.logitech.com
One of the pricier steering wheels around, but with a leather-wrapped finish and pneumatic foot pedals, it's also one of the chunkiest. Nice.

20 essential PS3 tech tips

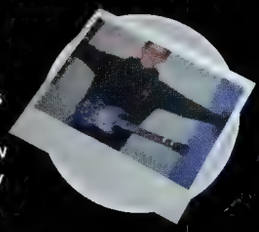
Want to get the most from your PS3? Hidden in the sub-menus of the XMB are all sorts of options – and firmware updates add more all the time.

1 Play *Tekken* in 1080p

Upscale your PSone/PS2 games. This wasn't originally possible, but was added with the 1.80 firmware upgrade. Go to Settings>Game Settings>PS2 upscaler and select Normal to upscale at a ratio that matches the image, or Full Screen to stretch it. It'll make some games look wonky, though, in which case switch it off.

2 Make a photo album

Can't see your photos? Then they're the wrong format – PS3 supports JPEG, TIFF, BMP, GIF and PMG. Convert them with Image Converter available at imageconverter.com. Once that's done, use PS3's snazzy slideshow options to display them beautifully.



3 Shop abroad

Blu-ray movies are region-coded, so in theory you'll only be able to play them in the bit of the world when they were sold. In practice, though, many of them will play, so use the list at bluray.lindsite.dk/ to check what's available.

4 Change your PS3's background

Set an image as the background to the XMB. Go to Settings with the 1.92 firmware update installed, and you'll see a new option marked Theme Settings. This'll let you set any image you've already got selected as Wallpaper to appear behind the XMB.

5 Watch anything

Convert movies to run on PS3 with Videog. Available for free from redkawa.com, it'll convert avi, divx, mpg and other video formats to run on PS3.

6 Show the world your face

Go to Avatar>Select and you should be able to select an image from your Photo library to use as an Avatar (your online picture). Then you can show off your beautiful fizzog to the world.

7 See it properly

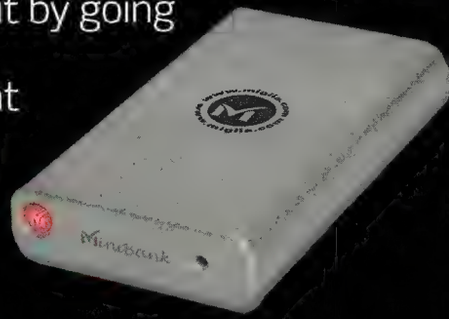
The video reset is the most important thing to remember when using your PS3. If you've set it up for HD and taken it somewhere with a standard telly, simply shut the machine down, then restart it holding the power button down until it beeps. This will reset it into 480p so you can pick your settings.

8 Smile :)

...use emoticons. With the 1.92 firmware upgrade installed, select # on your keyboard in chat, and you'll be given a list of smiley/angry/crazy faces to choose from.

9 Make extra space

Want to use an external hard drive? As a general rule, if your PC recognises a device without installing anything, it'll work with PS3. If it doesn't work straight off you'll need to format it by going to System Settings>Format Utility. This will erase the data, though.



10 Check pad charge...

Check your Sixaxis' charge by tapping the PS Button. A battery icon should appear on screen showing off your pad's power reserves.

11 Stream content from your PC

Enable the Media Server Connection from the Network in Options, then enable Media Sharing from the Library in Windows Media Player on your PC. Search for a media server from your PS3's Photo, Video or Music menus. Your PS3 should appear as an Unknown device in the Media Player settings window.

12 Share your prowess

Transfer your game saves between multiple accounts by going into Game on the XMB, then picking Saved data utility. Select the save you want and press △ to bring up a menu that'll let you copy it across. Easy.

13 Enable ATRAC files

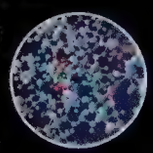
Go to your Settings menu and select Enable ATRAC to let PS3 play files in this format. You'll need to do this to hook up your PS3 to ATRAC-format MP3 players.

14 Change your operating system

If you're feeling a bit techy and don't mind messing about with your PS3's workings, you can try installing semi-approved open-source OS Linux. Full instructions for the brave are at http://tinyurl.com/yknkfp.

15 Help to cure cancer

Folding@Home lets you lend processing power to Stanford University's analysis of protein strings, and PS3 owners contribute as 700 Teraflops of raw calculating juice at a time to their research.



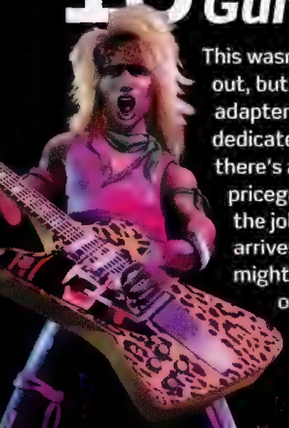
16 Show off your *PES* replays

Take your game saves around to a mate's by adding the folder PS3>SAVEDATA to any storage device, including phones or iPods. Now it's simple to cart your game saves from one PS3 to another without having to worry. Isn't life grand?

17 Skip the difficult bits

Get completed game saves from the internet by going to gamefaqs.com or Googling 'PS3 Saves'. Download them to a memory stick – unzipping them if you need to – then transfer them to your PS3.

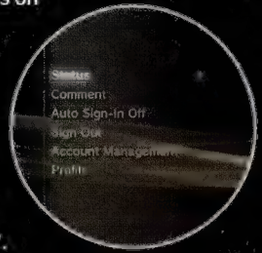
18 Play *Guitar Hero*



This wasn't possible when PS3 came out, but some third-party controller adapters fix the problem by offering a dedicated Home button. For instance, there's an adapter going at pricegrabber.com for £15 which does the job fine. So until Rock Band finally arrives on your next-gen console, you might want to consider investing in one of these.

19 Press △ to 'Display All'

This'll show any files on storage devices plugged into your PS3 that aren't in the correct folders. They'll be displayed in the appropriate places, so MP3s will be shown under 'Music'.



20 Find online games

If you're having trouble then it's probably because your online connection has what's called a 'strict' Network Address Translation setting. The best way to get round this is to plug your PS3 directly into your router with an Ethernet cable. That should do the job.

PS3 myths: busted

Do you need a HD TV? Does PS3 run on magic? Well, no. But here are some common issues you might be more confused about...

Do I need a HD TV?

Not really – PS3 games look discernibly better than PS2 games on CRT sets. But for the full experience, you need HD TV – just not a top-end one. i.e. you don't need a 1080p model. Currently only top-end games like *Ridge 7* support this über-format, and you won't always notice the difference. With cheap 720p models going for as little as £300 and top-end units going for more than a grand, you'd have to be a pixelphile to splash the extra cash.

Is it really that difficult to develop for?

Yes and no – but only because developers are used to working with Xbox 360. Individual developers moan, but industry leaders like Criterion and Volatile have gone on record saying they've had no trouble getting the best out of PS3's hardware. Sony are on the case with middleware solutions, so games will look much better by this time next year.

Are Blu-ray discs winning the format war?

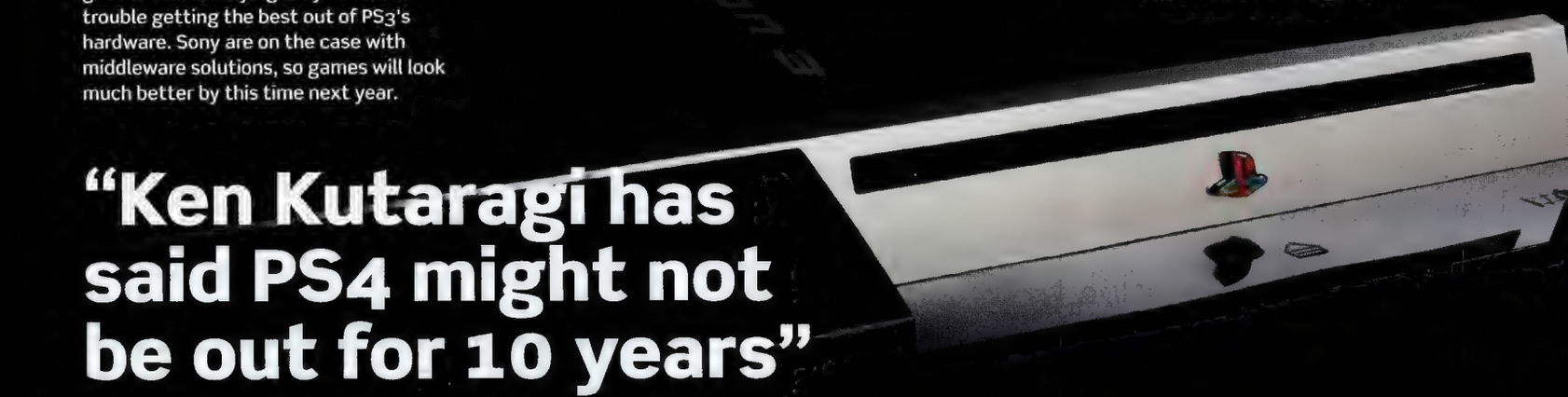
Maybe. The battle between Blu-ray and HD-DVD has been compared to the Betamax/VHS clash in the '80s, with some industry observers predicting that only one can survive. Thing is, the big hitters are siding with Sony's preferred brand – all the major movie studios are putting out content on Blu-ray, and Blockbuster have reported that 70% of their hi-def rentals go out on it. It's also worth noting that porn studios seem to be backing Blu-ray – exactly the thing that might have been the uncredited crucial factor in the victory for VHS.

Can I get a chipped PS3?

No. Nobody's managed to crack PS3's architecture yet – a company called Icemods claimed to have managed it, but they were scammers – and besides, with firmware updates necessary to get the most out of your games, you'd effectively be locking yourself out of the machine's best features. Don't even think about it.

When's PS4 coming out?

Not for ages. Sony execs claim that PS3's almost future-proof, and Ken Kutaragi's gone on record saying that their next console might not be out for 10 years. By that time, of course, we'll all be too busy with our super-realistic sex-bots and the impending robo-war to worry about playing *FIFA 2017*, so buy with confidence. PS3's in it for the long haul.

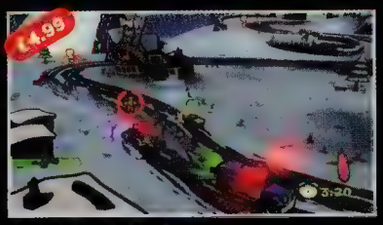


"Ken Kutaragi has said PS4 might not be out for 10 years"

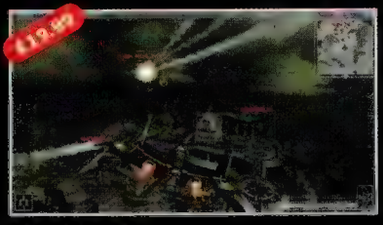
Essential PS Store downloads

The best PS Store games – plus top five FREE downloads...

Tekken: Dark Resurrection
A prettified version of PS3 *Tekken 5*, including new characters Lili and Dragunov, and offering online play.



Calling All Cars
Probably the best downloadable game around right now – a frantic top-down crim-catching bash-'em-up.



Warhawk
Incredibly robust – it *never* slows down – on-foot/airborne, frantic online team combat. We love this.

Top 5 Free Downloads

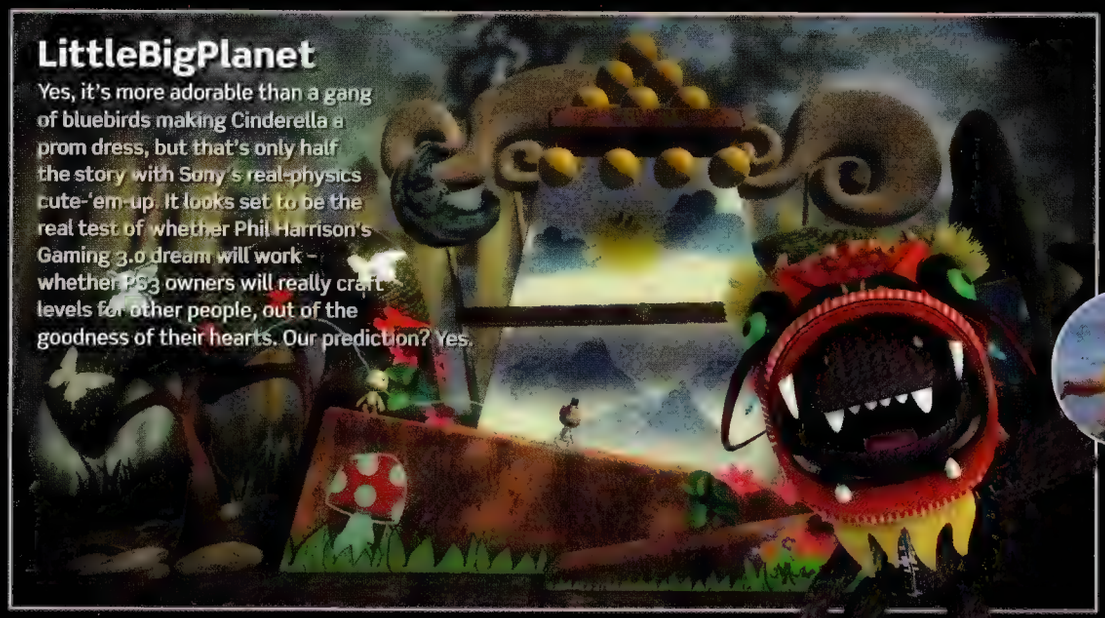
Skate demo Amazing timed half-hour demo of EA's skate sim
Heavenly Sword animated shorts Lush cartoon prelude to the game
Ninja Gaiden demo Tecmo's rock-hard scrapper demands attention
Die Hard 4.0 A full eight minute action sequence – in full HD.
Gran Turismo HD Nab it quick – Sony's racer won't be up for long

Why PS3's future is brighter than ever...

Impressed so far? Things really kick off in 2008...

LittleBigPlanet

Yes, it's more adorable than a gang of bluebirds making Cinderella a prom dress, but that's only half the story with Sony's real-physics cute-'em-up. It looks set to be the real test of whether Phil Harrison's Gaming 3.0 dream will work – whether PS3 owners will really craft levels for other people, out of the goodness of their hearts. Our prediction? Yes.



Home

Okay, so the concept and design's a tiny bit similar to PC smash *Second Life* – but that's no bad thing. The ability to wander round with a tiny avatar should make PS3 feel like a community, and user-created content makes the possibilities endless. But Sony controllers are likely to put the kibosh on sex horses.

PS3 Freeview

Sony have announced plans to release a digital TV tuner for PS3, turning it into a programmable TV recorder. If you haven't got TiVo or Sky Plus yet, this might be one good reason to think about shelling out for that 60gb model. More on this soon.

DualShock 3

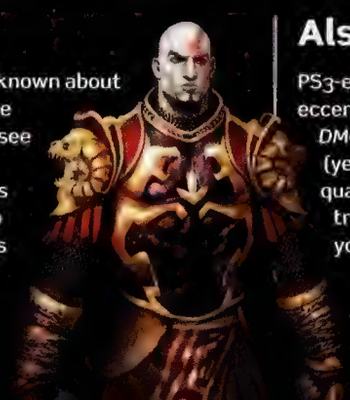
Honestly, maybe this should have been available from launch – but it'll be here soon, and it'll be good to have rumble back. More importantly, force feedback could actually improve patchy Sixaxis control – games could make the pad thrum if you tilt it too far, for instance. But even if that doesn't happen, we can't wait to feel the pad rumble during frantic bouts of *MotorStorm*. Rumble, we didn't think we'd miss you, but we did.

Downloadable content

SingStar tracks are just the start – EA's *Rock Band* will offer entire albums' worth of tunes including Who's Next and Nevermind, while other games will offer extra levels and content for piffling amounts of cash. Don't want it? Don't pay for it. Capitalism rocks.

God Of War 3

Okay, so virtually nothing's known about it right now – except that the closing part of the trilogy'll see Kratos taking on Hades, Hermes and king of the Gods Zeus – but with the first two instalments to live up to this can't be less than epic.



Also look out for

PS3-exclusive *Metal Gear Solid 4* (pg 30), will be an eccentric masterpiece, due March '08. Capcom's *DMC4* (pg 38), *Lost Planet*, *Street Fighter 4* (yes) and *Bionic Commando* will be AAA quality. Sony's *Afrika* might – if rumours are true – use a pressure-sensitive floor mat as you sneak around taking photos of wildlife.

PS3 – was £425, now £299...

...so what would we blow the spare cash on?

Dan

A cheap USB hub, plus three PS2 pad adapters (page 53) – there's no point buying an extra Sixaxis with DualShock 3 due March. Games? *Skate*, *PES 2008* and *Call Of Duty 4* are a perfect blend. That's more than £125? Pah – it's worth it. Oh, and I'd deffo get a (minimum) 32" HD TV, but 1080p is no big deal.

Nathan

Seeing as though I don't have a HDTV yet, I'd use the spare £125 to place a deposit on an eye-blistering plasma telly and pay the total off – plus crippling interest – in monthly payments. Either that or curry every night for a month.

Milf

I'd blow £35 on the top notch PSN games like *Warhawk*, *Super Stardust*, *Tekken* and *flOw*, then put the rest towards *The Orange Box* and *MGS4*. If *The Orange Box* isn't even more value for money that the reduced PS3, then I'll eat my hat. If I had one.

Dave

Given that you don't get one in the box, I'd want an HDMI cable first – £10 on Amazon. A spare pad is £35. Then a copy of *Ratchet* and a second-hand *MotorStorm* should see me right.

Rich

I would use the spare cash to buy *Rock Band* and all its peripherals. Although no UK price has been announced (it's gonna cost $169.99 in the U.S.), I can't see it being released over here for less then a £100.

Andy

I'd buy a wireless keyboard and mouse to make surfing the Internet on PS3 loads easier. I'd get a wireless headset too for yelling at people when I'm playing online games. I'd spend the change on penny chews.

"PlayStation" are registered trademarks of Sony Computer Entertainment Inc. is a registered trademark of Sony Computer Entertainment Europe. Published by Sony Computer Entertainment Europe. Developed by Game Republic. Game Republic is a trademark of Sony Computer Entertainment Europe. All rights reserved.

This is living

PLAYSTATION 3

PSM3 Reviews

Instant PlayStation justice

62 Pro Evolution Soccer 2008

20 Army Of Two

Tony Hawk's Proving Ground

70 Jericho

Start

Army Of Two	20
Pro Evolution Soccer 2008	62
FIFA 08	66
Smackdown Vs Raw 2008	68
Jericho	70
The Eye Of Judgement	72
Tony Hawk's Proving Ground	74
Juiced 2: Hot Import Nights	78
Conan	80
Bladestorm: The 100 Year War	82
Dynasty Warriors Gundam	82
Naruto Ultimate Ninja 2	82
Dungeons & Dragons Tactics	82
Spider-Man: Friend Or Foe?	82
Moto GP 07	83
Ben 10	83
EyeCreate	83
FIFA 08 (PSP)	83
Pursuit Force: Extreme Justice	83
All-Pro Football 2K8	84
LocoRoco Cocoreccho	84
Pixel Junk Racers	84
Star Wars Battlefront: RS	84
Disgaea: Afternoon Of Darkness	84
SWAT: Target Liberty	85
Sega Rally PSP	85

"It idolizes *God Of War*"

Conan page 80

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT

The Award
If you see this, then you should buy that game.

The Team

We'll be forming a boy band and auditioning for X Factor next year, you watch...

Daniel Dawkins
Specialist in Extreme sports, suits similar to school uniforms.
Playing *Skate:* "Asleep dear? I'm, er, just nipping to the loo..."

Nathan Irvine
Specialist in Sports games, pretending to look thoughtful.
Playing *PES 2008:* "Makes me use the naughty words often."

Andy Kelly
Specialist in Role-playing games, broken-ankle skating mishaps.
Playing *Eye Of Judgement:* "I am judged – I'm *rubbish* at skating."

David Cook
Specialist in Shooters, moving house *again*.
Playing *Smackdown:* "I have biceps like HHH from lifting."

Joel Snape
Specialist in Beat-'em-ups, trying to look hard in photos.
Playing *Army Of Two:* "Two? I'm an army of *one*, pally."

Steve Bailey
Specialist in RPGs, extreme sports, speaking no evil.
Playing *Proving Ground* "I'm grounded. I can prove it."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub Konami | **Dev** Konami
Price £50 | **Release** Oct 26
Multi-player 1-8

ON THE DISC
Watch the Eye scoff on the disc. Plus Dominion.

Diving lessons

"Ref! Penalty! Ref! Refffffff!"

Cristiano Ronaldo is the finest diver since a Dolphin. Courtesy of the art of falling over...

1 **Bramble patch** A quick jab of ⓛ, ⓡ and ⓧ sees Christiano dive. Titus Bramble looks on, dismayed.

2 **All fall down** What a theatrical tumble. Is the Portuguese winker going to steal a penalty?

3 **Seeing red** Oops. The ref's no fool – Ronnie's off. You'll rarely win penalties like this, to be honest.

PSM3 BUY IT

"Doesn't feel like a bold new step into the future..."

Pro Evolution Soccer 2008

Finally, it's next-gen *PES* – so why do we feel a bit *sad*?

KNOW IT NOW

PES finally makes it to PS3?	☑
Hours of fun with the 'dive' buttons?	☑
Disappointing Master League mode?	☑
A revolutionary football masterclass?	☒

Anticlimactic. That's how it felt when, having craved next-gen *PES* since the dawn of PS3, we finally got to play a finished (or supposedly finished, but more on that in a minute) copy. *PES 2008* just doesn't feel like a bold step into the future. At first, it feels like little more than a shinier version of *PES6*.

But the clue, as ever, is in the word 'evolution'. *PES 2008*, like each new addition to the series, has evolved – it's just that this year's evolution isn't as obvious as usual. In *PES6*, for instance, it was immediately apparent that passing was far crisper than in *PES5*, and that it played a much slower, methodical match. *PES5*, equally, was slower than *PES4*, with a new physical emphasis on gameplay, bringing the brute strength of the likes of Drogba to the fore. But in *PES 2008*, the first change you'll notice is the slowdown.

Keep of faith Goalies' are schizophrenic – as likely to make wonder saves, as spill the ball like a scalding mug of tea.

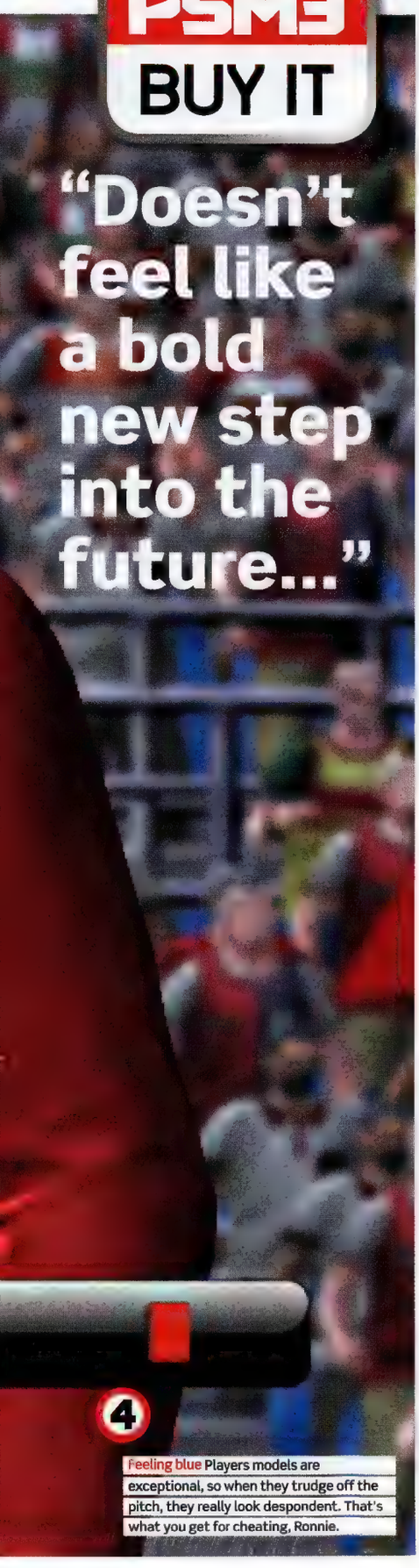
Talking heads Jon Champion and Mark Lawrenson are on commentary. Champo's perfectly OK, but Lawro is obviously reading from his script. His stilted delivery just gets a bit embarrassing after a while. *FIFA* takes the commentary crown once more.

Go with the s-l-o-w

Yes, sadly, you read that right. We're promised by Konami that this will be ironed out before *PES* hits the shops, but, just in case, we're obliged to say that the supposedly-complete review code we're playing gets *very* juddery. It's at its worst in four-player mode, when the game has some kind of seizure whenever you head into either of the corners of the pitch towards the front of the screen. In solo or two-player it's not so bad, and worse on some pitch types than others, and *PES* being – still – the great game it is, you can *sort-of* learn to overlook it, but it never quite stops grating. The frame rate on the replays is rotten too. But we're told this will be fixed – we'll let you know next month (and on www.psm3mag.com) if that's so.

Still, there are plenty of other, more beneficial, changes too, and the more you play the more you discover. First, fewer passes go astray through no fault of your own than in *PES6* (bar cross-field balls, which can be bafflingly inaccurate). The same applies for long throws, which previously we refused to even attempt because we knew they'd go nowhere near their target. Knock-down and flick-on headers are easier to place accurately as well, while your team-mates make sensible runs into space that, in prior titles, they might not have. And one of our favourite tweaks of all is the ability to, via the Setplay menu, send your defenders up-front for corners.

PES is that bit more physical this year, too – tackles crunch louder (with less predictable outcomes) and players grunt when they collide – send Tevez running directly into John



Feeling blue Players models are exceptional, so when they trudge off the pitch, they really look despondent. That's what you get for cheating, Ronnie.

Terry, say, and you'll almost feel the breath being sucked from his tiny lungs.

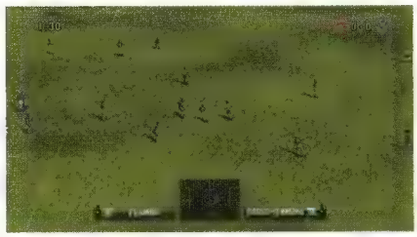
Opposition AI, meanwhile – powered by the vaunted TeamVision system – is smart, spotting obvious runs and passes before you even make them, forcing you to consider every move. The game has a more methodical feel than before, and the slightly weaker shooting – you'll score fewer 30-yard blockbusters – means you've really got to pass the ball about to unlock defences, and said slick passing means you can avoid those gritty midfield battles that often cropped up previously. We're not sure to what extent the AI really learns your playing style, as claimed – when we played well, we never noticed it counter our tactics to the degree that we've felt the need to make changes. But a shift in tactics on your part – tactical options are as myriad as ever, and you can spend hours tweaking them – can make the difference between success and failure.

Cross purposes

To unlock those AI defences there are new tricks. Holding L1 and R1 as you jog down the wing makes your player look across the line at potential targets, meaning that crossing experts – Beckham, Giggs, Nedved and the like – can deliver even more precise balls than before, while L1 and three prods of R1 makes players shape as if to cross, before carrying on their run. A drag-ball stepover is L1 and R1, then two jabs of L1, and you can pull opposition shirts with R1 and ⊗. And if all else fails you can hold L1, L2 and R1 and have your player hurl himself to the floor. This tends to result in cards far more often than it wins free kicks, mind, but it's worth a go.

However, there's a chance you won't need to do any of these things – *PES 2008*'s keepers are the series' worst yet, palming shots into the goal or straight into the path of opposition strikers. This *does* lead to a lot more exciting, heart-in-mouth goalmouth scrambles, but we're not entirely sure it's worth the trade-off. Perhaps, then, it's a good thing that the low, drilled cross (triple-tap ◎) is a lot less effective now – *PES6*'s keepers were known to shove these directly into their own net, so who knows

Photo opportunity "This week's fan snapshot." We really expected more new things in Master League than this.



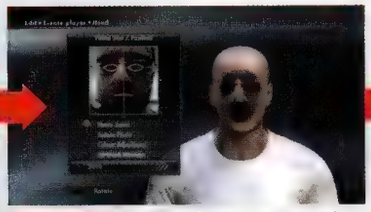
Off license Not all the licenses are there, but we're sure an internet download will soon solve *that* problem...

Player editing

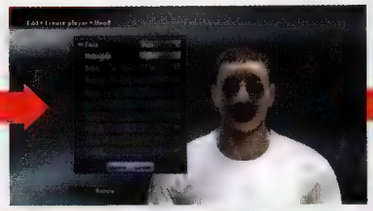
Make yourself famous

Comparing *PES 2008*'s two different player-creation options...

Eye, eye The fun way of putting yourself in the game is by taking a snap of yourself with the PlayStation Eye. Here's Dave doing it.



Darkness falls Unfortunately, our games room is really dim, hence the darkness of this image. Playing with skin tone helps a bit, but...



Hair apparent Using a photo cuts down your number of facial editing options, but you can still get your haircut right. Salon quality, as they say.

Dark Viduka And here's Dave, charcoal face and all, up front for Newcastle. We've seen good results from this mode, but this ain't one of them.

Familiar faces This is *PES 2008*'s more traditional player-making mode, offering options for hair, ear height, eyebrow type... the usual fare, really.

Making Daves Both modes let you choose between long and short sleeves, boot colour and various other cosmetic choices.

Hands up You'll also get to pick your dribble style and goal celebration. Here, we've gone for the classic Shearer 'one arm raised' gallop.

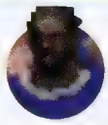
Foul play And here's Dave Mk 2 hacking Barca's Iniesta to pieces. There's no option for glasses, mind. And he looks oddly rugged here. Hmm...

PES 2008

"There are a lot more exciting goalmouth scrambles than before"

French bliss Thierry Henry waltzes through the Korean defence. He's as ace as ever, but players don't feel quite as individual to each other as in previous games.

Goals allowed You can still score some spectacular goals, and save them to your hard drive.



Crowd control

The trumpeted new 3D supporters in the background are... well, they're dire – blocky, jerky and more offensive on the eyes than Avram Grant. *Surely* they could have looked better? Maybe this was done so the player models would look even better in contrast. Well, it's *possible*...

what these pan-handed goons would have made of them. Their distribution from throws, too, can be *awful*.

Still, none of this changes the thrill you get from scoring a 35-yard wonder strike, the satisfaction of finishing off a slick passing move, or – yes – the joy of watching the opposition goalie palm the ball into your top goalscorer's path for a simple tap-in. But goals are far too easy to come by this year – corners and crosses are stupidly lethal, while defences are likely to crumble into dust at the drop of a hat.

Still a goal's a goal, so cue the replays – where you'll see how good the player likenesses are. You can tell at a glance which player is which, and they're expressive too – they'll wag their fingers at the refs when they get bookings, look to the heavens when they fluff a chance, run over and celebrate goals with the subs bench... they run the gamut of emotions. Their mouths sometimes look a bit flappy, mind, like Zippy from Rainbow with teeth, but you can't have everything.

Stuck in mid-table

Master League, disappointingly, is almost exactly the same. You choose a team, or create one from scratch, fight for promotions and cups, sign players – the usual, really, only this time with those static pictures that fooled us into thinking new things were afoot. You'll get shots of fans in pubs, or your star striker being interviewed, but they're neither animated or interactive. How about post-match interviews where your responses affect team morale? Or your team secretly going out on the lash, leaving you to deal with tabloid uproar? Russian billionaires taking over rival clubs? Sure, the fans play slightly more part than before – the worse your results, the lower your match attendance, which knocks your popularity and makes it harder to sign players – but Master League should be doing more by now.

Don't get us wrong – this is still *PES*, and at it's core, an incredible game – and it'll be even better *if* they sort the slowdown. Few multi-player games foster such emotion, and we still play it every lunchtime, only with *slightly* less enthusiasm than before. Why? After a relatively modest 30 hours-plus of play, it feels less divinely balanced, and cruel, than *Pro Evolution Soccer 6*. By any other standards, it's still the best next-gen football game, so buy it with confidence – but don't let your pre-match expectations get *too* high. **David Cook**

Fave Feature

PSM3 Verdict

***Pro Evolution Soccer 2008* contains...**

Great character models | New tricks
Same old Master League | Crap goalies

Overall A backward step in some ways. But it's still *PES*, and so remains horrifyingly addictive.

86

Pub EA | **Dev** EA
Price £40 | **Release** Out now
Multi-player 1-10

ON THE DISC
We review FIFA on PS3 on this disc. Plus Demos

Bringing Becksy Back All the relevant transfers have been made, which means David Beckham turning out for LA Galaxy. You can also update via the Edit menus.

FIFA 08

More League One struggler than Premiership champion

KNOW IT NOW

More official licenses than ever? ☑
Plenty of game modes? ☑
Wonderful TV-style presentation? ☑
Finally nailed the match engine? ☒

There's no denying that *PES* was the undisputed title-winner on PS2. EA's *FIFA* series never matched its realism, precision or unpredictability – regardless of how many times they refreshed the gameplay engine. Odder yet, while this year's *FIFA 08* on PS2 (PSM93, 85%) comes close, the PS3 version is – frustratingly – much worse.

Plus points? The TV-style presentation is on par with Sky Sports, with players limbering up prior to kick-off, beautiful panoramic views of the packed stadiums and the commentary of Andy Gray and Martin Tyler. You'll marvel at how authentic it looks – the official licenses for kits, players and teams deliver undeniably satisfying glitz. Of course, these are purely aesthetic – after 15 years of trying, despite clear advances in animation and AI, *FIFA* doesn't come close to *PES*. The argument is that it's trying to be something else – but it's an alternative that fails to appeal.

On the bawl

The game is slow. EA might claim it's 'realistic', but the crawling pace is jarring – after playing the new, 'more deliberate' *Pro Evo 2008*, *FIFA 08* still feels like playing in treacle. Short, unopposed passes in midfield are reasonably fluid, but balls inexplicably go awry as you try to break into the last third, or as the opposition applies moderate pressure. The pace of the ball is really sluggish, so even top-class players like Fabregas struggle to direct simple one-touch passes to team-mates. Cross-field balls are more of a hoof than a guided pass, seeing the sphere balloon skywards – giving the opposition plenty of time to wait for it to

Blackpool rocks All the teams feel so similar that Blackpool can even beat the likes of Inter Milan.

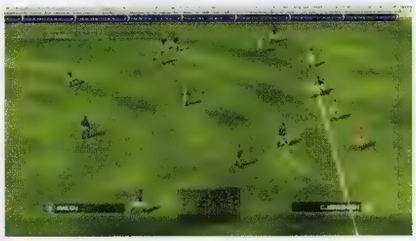
FIFA 08

"The players look as if they've been carved out of plastic and left by a bonfire"

Con Lennon While Spurs' Aaron Lennon has plenty of speed stats, he's still doesn't feel very quick.

Made man There aren't that many choices for character creation, but they do all look pretty realistic.

Bulgarian off This chap is supposed to be Dimitar Berbatov, but it looks nothing like him. Rubbish.



Pitch invasion The stadiums and their playing surfaces look beautiful. Just check out the gradients on that grass.

Pro zone This is how the action is viewed in the Be A Pro mode. It zooms in close when near goal.

land and regain control of the match. The same can be said about crosses into the box, which float like bubbles into the area.

All this does is create needless switching of possession and, because *FIFA 08*'s players all feel so alike, it can descend into a gritty, physical tackling game of Sunday league quality. Replace Hargreaves with, say, Tevez in the middle of the park for Man Yoo and both players will perform at largely the same standard. The only time you feel like you're playing with someone unique is with the likes of Ronaldinho, Henry or Rooney – and even then it's all relative to the low-grade players around you. In *Pro Evo*, you can feel the individual strands of a player's attributes (i.e. his unique blend of shooting, passing, strength or dribbling stats), but in *FIFA 08* you can only discern the broader brush stroke (i.e. a player is 'good' or 'bad'). The shooting? Totally average. EA claim you'll never see the same shot twice – which is maybe true, since you can't hit the ball with any consistency. You can score stunning strikes, but can't help but feel like it was a fluke.

FIFA's tricks and flicks system (hold the shoulder button and move the right stick in different directions, *Skate*-style) might be organic – in terms of animation blending – but it's far from seamlessly integrated into play. Granted, you won't find this sheer variety of skills in any other game – Cristiano Ronaldo has his signature 'heel chop', Ronaldinho can flick the ball over his head from back to front – but pulling these moves is way too complex – you have to hold the shoulder buttons and then flick the right stick, while to moving the left stick to keep control of your player. Phew.

What's on the menu?

Instead of going straight to the main menu when *FIFA 08* fires up, you're taken to a pitch containing Ronaldinho, a keeper in goal and a giant replay screen. You can practise shooting or some tricks until your heart's content. Or you get bored.

Ugly ducklings

Player likenesses are chilling. Zoom in and you'll see Wazza Rooney in all his pudding-faced glory, but the rest of the players look like they've been carved out of plastic and left too close to a bonfire – their faces look like they're melting. It all looks a bit strange and out of place compared to the rest of *FIFA 08*'s slick presentation.

FIFA 08 fails to take advantage of *Pro Evo 2008*'s relatively modest debut. In fairness, EA have tried to create a slower, arguably more 'realistic' game than *Pro Evo* – but it's simply less intuitive, consistent or fun. The PS2 version is superior – perhaps because it's bitten the bullet and near-as-dammit xeroxed *Pro Evo*'s play mechanics. Time will tell, and this mass-market game may, oddly, garner cult support on account of it's uniquely different feel from *PES* – crudely, the gap's as wide as, say, *Tekken* vs *Virtua Fighter* – but the sad fact is, we're not sufficiently encouraged to persevere and find out.

Nathan Irvine

PSM3 Verdict

***FIFA 08* contains...**

Bags of tricks | Plenty of goals | Sticky controls | Weird faces

Overall Impressive online modes and good graphics – but slow, predictable and unsatisfying. Shame.

63

Pub THQ | **Dev** Yuke's
Price £50 | **Release** Oct 26
Multi-player 1-6

ON THE DISC
Smackdown 2008 gets its disc review next month

WWE SmackDown Vs Raw 2008

The boys are back, shinier on the outside... but much the same underneath

KNOW IT NOW

The best character models yet seen? ☑
Different fighting styles to try? ☑
Madly comprehensive Create-A-Star mode? ☑
Hornswoggle the comedy leprechaun? ☒

We hate being wrong. "This year *Smackdown*'s had a kick up the arse," we proclaimed in PSM3#90. Turns out that it hasn't had a kick up the arse at all. A prod, if you're feeling kind. Maybe a tickle. Certainly not a kick.

See, we overestimated the role that the new fighting styles would play. To recap, each wrestler specialises in two of eight grappling techniques – Brawler, Powerhouse, Technical, Showman, Submission Expert, Dirty and Hardcore – and the theory is that you use each style's strengths tactically against your opponent. So, for instance, Powerhouses like Batista can go on short-lived unstoppable rampages, Dirty fighters like Edge can jab their rivals in the eyes and Showmen can nick finishing moves from their opposite number. All this, usually applied via L1 and △, is possible, and fun, but whether such things create any significant advantage is open to debate. You never really sense the momentum shift in your favour with these moves, nor feel as if you've caused your opponent any significant handicap. You're just taking part in set-pieces that rarely seems to have a lasting impact on the match. The only time we really felt our specialist style was proving advantageous was when, via simple twirls of the right stick, Submission expert Finlay kept wriggling out of Kane's attempts to make him quit.

Grapple blossom

Still, the fighting engine is a touch more balanced now, and you won't find yourself lying helpless on the canvas for ages,

Sticking out Find yourself in this position, and you'll be offered a choice of directions to push the right stick in. Pick right, and you'll escape. Don't and you're gonna hurt.

Kick off MVP boots Matt Hardy in the jaw. All these moves are controlled with the right stick.

unable to ever get up and fight back. The wrestlers have more stamina too, and so spend much less time staggering around, and even then only for a few seconds max. This all means the action flows far more smoothly than before. Mostly.

All in context

But the game struggles sometimes with the context-sensitive buttons. Grabbing a weapon from beneath the ring, for instance, is ⊗. Unfortunately, climbing back into the ring is also ⊗, leading to 'hilarious' situations when, instead of grabbing a sledgehammer from below the canvas, you clamber back between the ropes and get a boot to the head for your trouble. Similar problems occur in tag team bouts. Tag your partner or climb through the ropes? It's an ⊗-rated gamble, and one that sod's law dictates will go horribly wrong.

M.I.A.

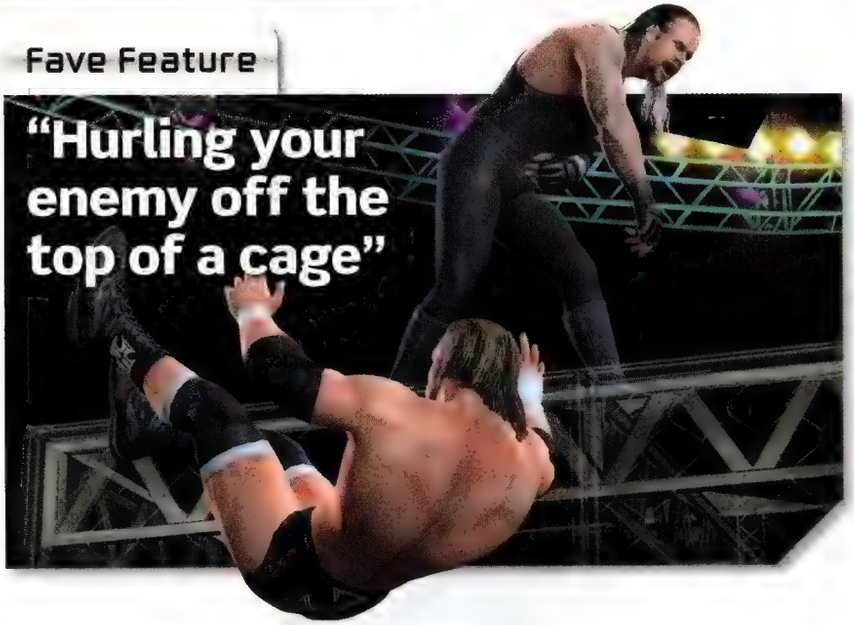
The roster is missing loads of stars. Cade and Murdoch? Balls Mahoney? Boogeyman? He was here last year – where did he go? There are others too. Not big names, no, but it's still a shame.

Fists of fury Brawlers like Kane are powerful, and can lay people out with just one punch sometimes.

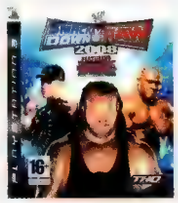
And, despite the tinkering, *Smackdown 2008* feels like the same old game we've been playing for years. It's entertaining, no doubt, but still suffers from the niggling flaws that have plagued it for years – depth perception, for instance, remains poor, so that if you step off a ringside table your wrestler will hang in mid-air for a second while the game works out where he should be standing. And, as ever, if there's more than one person in the ring, you're likely to find your blows aimed at the one you didn't want to hit. It's also oddly easy, and we rarely found ourselves in danger of losing against the AI.

Smackdown's fun, glitzy, and has an impressive number of match types – plus it shows off PS3's character-modelling capabilities – but the next-gen varnish isn't enough to cover the cracks. **David Cook**

Fave Feature



PSM3 Verdict



***WWE SmackDown Vs Raw 2008* contains...**
New fighting styles | The usual flaws
A thin roster | The Beat The Clock Sprint

Overall Still fun and still addictive, but the new grapple styles add little and the old flaws remain.

79

Pub Codemasters | **Dev** Mercury Steam
Price £40 | **Release** Out now
Multi-player None

ON THE DISC
We'll review Jericho on the next disc

Clive Barker's Jericho

Terrifyingly competent horror shooter fails to scare

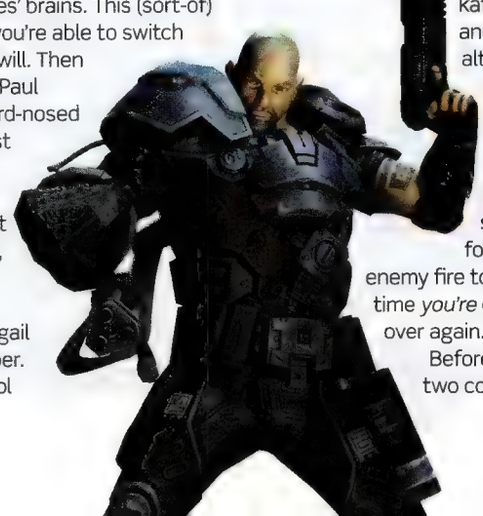
KNOW IT NOW

Traditional FPS-ing with squad elements? ☑
Seven of the Jericho Squad to control? ☑
Shiny blood and guts everywhere? ☑
Shooty bits on par with *Resistance*? ☒

Clive Barker's idea of 'scary' isn't actually scary at all. In the '80s, pirate video schlock like Hellraiser had you quivering behind the sofa, but people are more sophisticated these days. We're not scared of men with needles for eyes, winged demons or waterfalls of blood. We're scared of terrorism and bird flu. And that's why Jericho falls flat on its face. It's like someone typed 'scary' into a computer and this is what came out; a confused mess of lame monsters, over the top gore and tiresome scary voices.

Piss Jericho

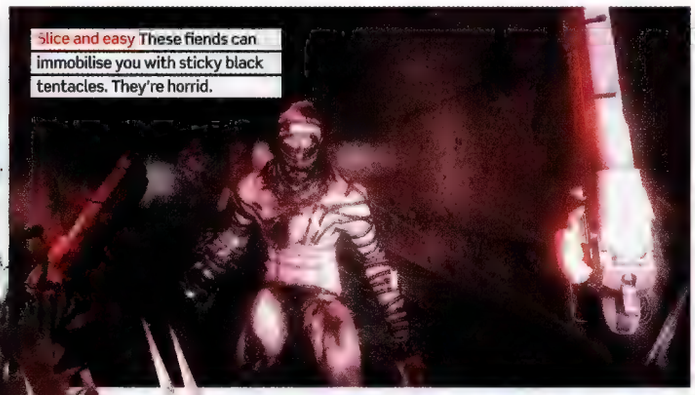
The Jericho Squad are a group of seven 'occult warfare' experts who use special powers to protect the US from paranormal threats. Some of the gang's powers are shared, so if someone dies mid-battle another can bring them back to life. There's Captain Devin Ross, the bland-as-a-plimsoll hero who uses telepathy to hop in and out of his mates' brains. This (sort-of) explains how you're able to switch characters at will. Then there's Father Paul Rawlings, a hard-nosed Southern priest who can resurrect the dead, Sergeant Frank Delgado, a heavy weapons expertand Abigail Black, the sniper. She can control bullets with her mind, but since most battles are close-quarters, she spends half of the game dead. Sergeant Billie Church uses a machine pistol and katana combo to shoot and slice enemies to bits, although against tougher foes she's pretty useless and, like Black, usually screaming for you to come heal her. It's not rare to see your squad die in seconds, forcing you to run into enemy fire to cure them, by which time *you're* dead and have to start over again.



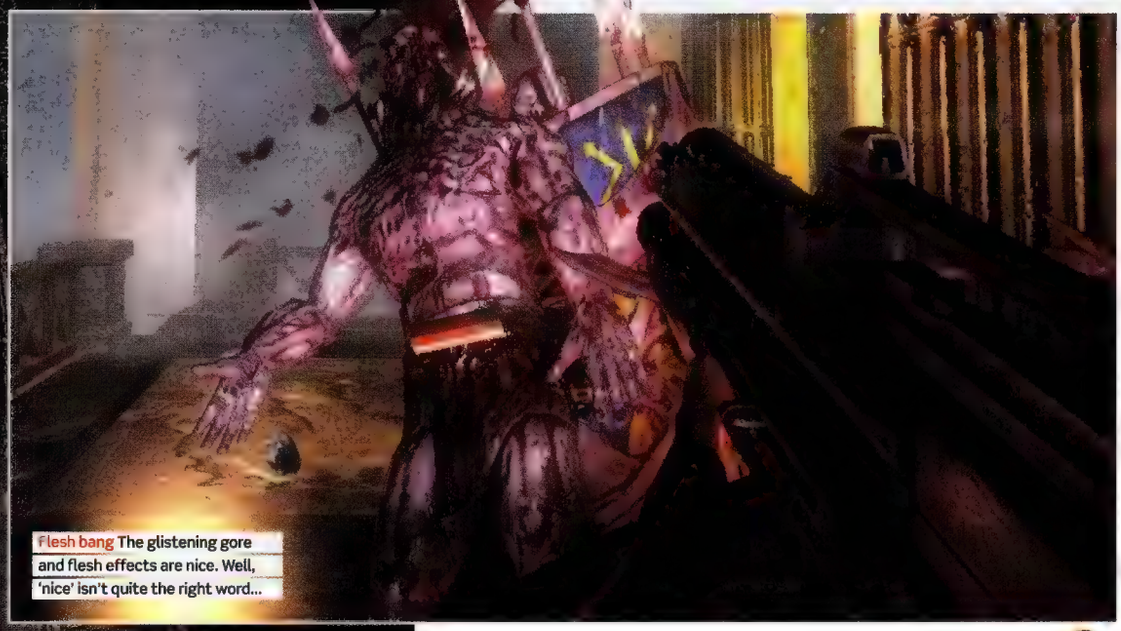
Before we reveal our last two contestants, a word

Clive Barker's Jericho

"It's like someone typed 'scary' into a PC and this is what came out"



Slice and easy These fiends can immobilise you with sticky black tentacles. They're horrid.



Flesh bang The glistening gore and flesh effects are nice. Well, 'nice' isn't quite the right word...

about the levels. They're dull. The idea is inspired – an ancient city in different time periods: the Crusades, ancient Rome, World War 2 and so on – but they're vast, featureless and foggy. There are some nice details, like crumbling statues and walls made of corpses, but it's remorselessly drab, even with the rhythm-action sequences. The game aims for tactical depth, but the levels are too funnel-like to give you creative freedom. In one scene you have to use Black to get behind gun turrets and destroy them with C4. The 'tactic' here is ordering the other six to run into the middle in a suicidal blaze, while you sneak round the back. This kind of slap-dash Benny Hill warfare is hardly befitting a team of 'top' government operatives.

Grab ass The rhythm action bits are complete trial and error. Some of them take five tries to get right.

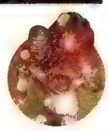
Sinner man He's a priest, but there's a sub-plot involving a mystery encounter with a female character. A sexy one.

Hack of all trades

Right, the last two. Captain Xavier Jones is a 'seer' who can astrally project himself to scope out the area ahead and possess enemies. This works well. Finally, Corporal Simone Cole is a 'reality hacker'. This means she can hack into the world and create objects. So if you run out of ammo she'll conjure up some missiles. And that's your lot. In some missions you'll only have a small team, in others you'll have 'em all.

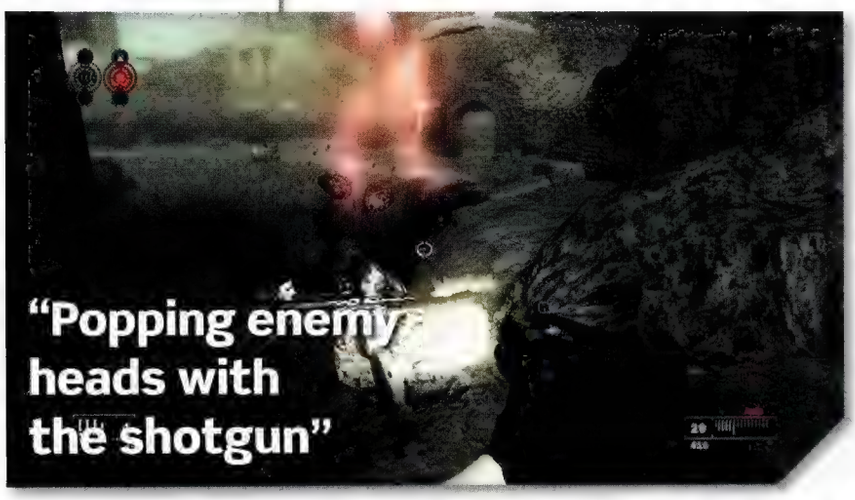
While *Jericho's* squad system has the makings of something unique, it's not a good enough core FPS. Your weapons feel weedy and the constantly respawning enemies take endless gunfire to dispatch. That, combined with a lack of puzzles, mundane environments and a sheer difficulty curve leave it struggling to compete with even the likes of *The Darkness*. Now that's scary. **Andy Kelly**

Beasts of burden



Due to the awful AI, your squad just stand there, firing at approaching enemies, until the beasts arrive and kill them. Sigh.

Fave Feature



PSM3 Verdict

***Jericho* contains...**

Bickering team mates | Lots and lots of gore | A twisted alternate version of WW2

Overall A handful of original ideas lost in a thick mist of generic design, and lame scares. Oh, well.

65

Pub Sony | **Dev** Sony Japan Studio
Price £60 | **Release** October 26
Multi-player 1-2

ON THE DISC
We'll review *Eye Of Judgement* next time out
PS3/Reviews

Board of gold The first person to take over five squares wins the match, so it's possible to achieve victory without killing any of your opponent's monsters.

Card at work Place a card on the mat and the PS Eye will focus on it, bringing it to life on your telly.

Mana at work Loads of weak monsters can be better than spending mana on one big one.

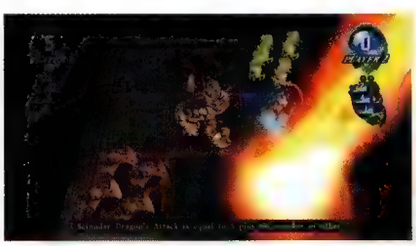
Eye Of Judgement

Top Trumps meets *Final Fantasy* in PS3's most innovative PS Eye game

Those who play fantasy card games need big imaginations. To normal folk they're just people sitting round their kitchen table flipping cards at one another, but in their minds they're mighty goblins and sexy elves taking part in epic mythical battles. But in *Eye Of Judgement* you don't have to imagine your cards coming to life, because they do, in hi-def. How? Magic. Except by 'magic' we mean 'a small plastic camera attached to a stand that reads barcodes on cards'.

Anyway, when you buy the game your box of tricks contains a disc, a pack of cards with lots of different monsters on them, a plastic stand, a PlayStation Eye and a cloth playing mat with a three by three grid on it. Setting it all up is an absolute doddle and calibrating the camera is simple. Then when you've sorted everything out it's time to battle.

Or not, because first you have to watch the tutorial. And don't think you're Johnny Hardcore and can just pick it up as you go along. It's incredibly dull and goes on for about half an hour, but when it's done... well, we had to watch it again because we still couldn't figure it out.



Put a spell on you The special effects when you cast a spell look dazzling in hi-def.

Touching cloth

But when you finally get to grips with everything you realise that the core mechanics are actually pretty solid. It's basically a turn-based RPG – the sort of thing you get in *Final Fantasy* – but controlled completely by cards. Summon up a monster by placing a creature card somewhere on the right section of the cloth mat, give it an action by placing an action card on top of it, or cast a spell with a pink spell card. The computer will do the same, then your monsters fight. Elements also come into play. For example, summon a water beast on a piece of fiery terrain and it'll be severely weakened.

There is plenty of room for tactics. Different summons have their own attack radius, and facing in a certain direction will increase your chances of defending. But the major problem is how repetitive it can become. You'll grow tired of seeing the same battle animations and hearing the same audio samples over and over again

Eye Of Judgement is damn clever, and played online or with another person in the same room it really shines. But more depth and some kind of Story mode would have made it score much higher. **Andy Kelly**

Card times You get a 'starter pack' of 30 cards with the game, but you'll be able to buy better, more powerful ones later.

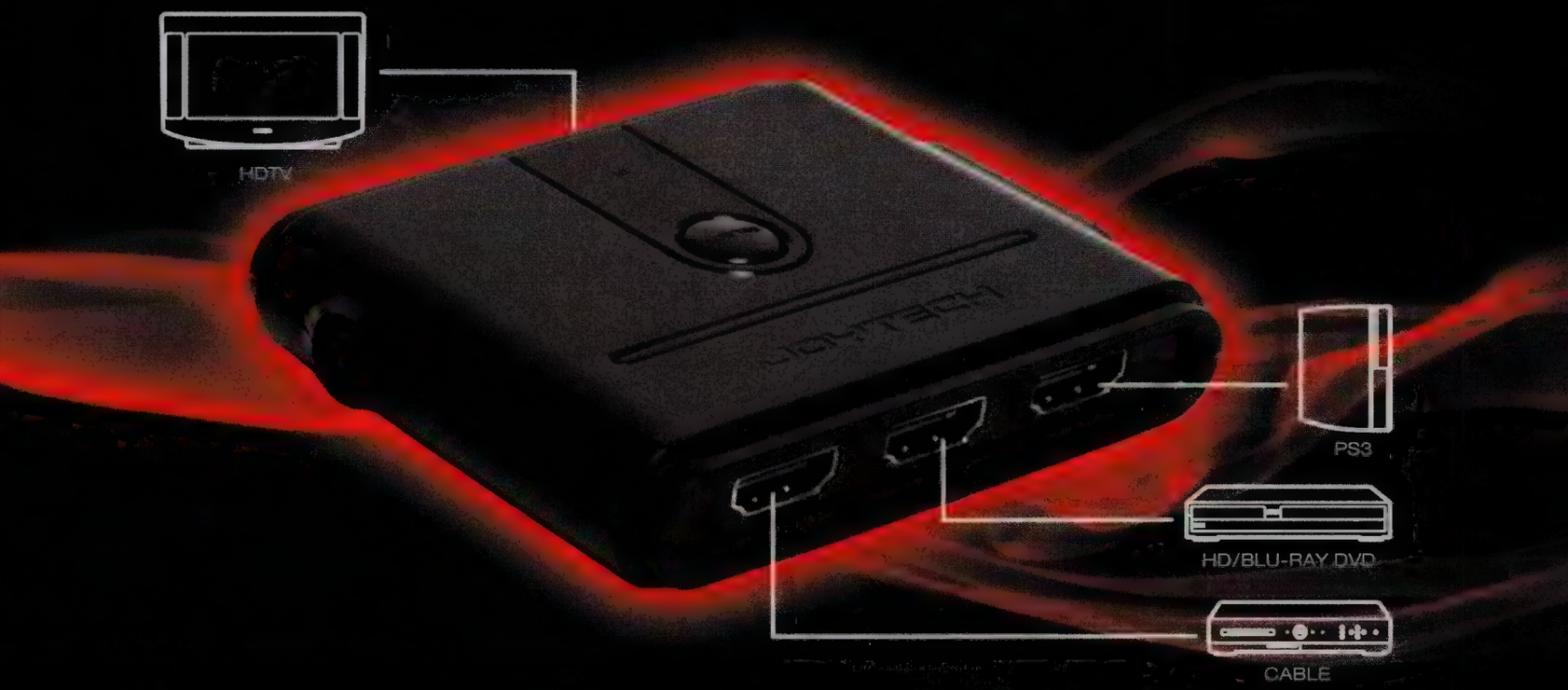
PSM3 Verdict

***Eye Of Judgement* contains...**
Scary booming voices | Loud thrash rock
Lush HD graphics

Overall A gimmick, yes, but a good one. While it lasts it's fun, but it needs more game modes.

79

ONLY ONE HDMI INPUT ON YOUR TV?



TURN YOUR SINGLE HDMI INPUT INTO THREE

HDMI TRILINK SWITCHER™

Expand your digital connections with the HDMI TriLink™ from JOYTECH. Connect up to 3 HDMI compatible devices to 1 HDMI input on your TV or display. Ideal for use with PLAYSTATON®3, DVD, or HD satellite and cable services, the HDMI TriLink™ features a Remote Control or Manual Selector Switch allowing you to navigate your HDMI source at a touch of a button. Supports HDCP (High-Bandwidth Digital Content Protection), HD resolutions of up to 1080p and multi-channel digital audio.

JOYTECH
joytechstore.net

Discover the PLAYSTATION®3 range for yourself at

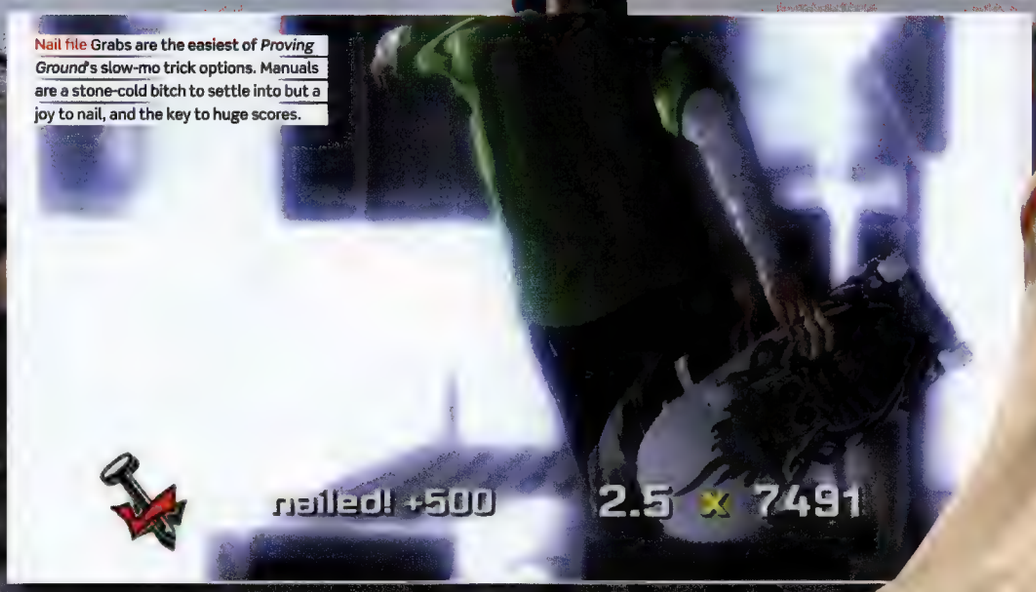
WWW.JOYTECH.NET

Pub Activision | **Dev** Neversoft
Price £50 | **Release** November 30
Multi-player 1-2 (offline), 2-8 (online)

ON THE DISC
Watch *Proving Ground* in HD and win more

Tony Hawk's Proving Ground

Older, trickier, more feature-packed... and a tiny bit intimidating



Nail file Grabs are the easiest of *Proving Ground*'s slow-mo trick options. Manuals are a stone-cold bitch to settle into but a joy to nail, and the key to huge scores.

KNOW IT NOW

- **Latest entry in the skateboarding series?** ☑
- **Dozens of street challenges?** ☑
- **Edit your clips, snap your own photos?** ☑
- **Realistic physics and trick limitations?** ☒

Right, you'll have to excuse us. We're not going to bother with much of an intro. For the minority that don't know, this is ninth game in the *Tony Hawk's* series, skateboarding games that prize intense, arcade-style trick combos over realism. Up to speed? Then we'll crack on...

Proving Ground is an almost obscenely plump package. In a bid to outdo itself (*Tony Hawk's Project 8*, PSM83, 80%) and its fresh-faced rival (EA's *Skate*, reviewed last month, 91%), Neversoft has jammed its latest game with so much content that you expect to hear distant groaning when holding the disc up to your ear. The first thing we noted, though, was what seemed like an oversight – there's no 'free play' option, no chance to dive straight into the three-city-wide game world to just muck about. No, you'll have play the full-blown Career mode before you can unlock *Proving Ground*'s new abilities. But, that's OK.

Three-style skating

Career mode is chopped up into three strands that you can dart between when you like – glory-seeking 'Career' skating, limit-pushing 'Hardcore' skating and level-editing, clambering 'Rigger' skating. Each strand is cut up into episodes, played out with a pro skater and a story in tow, offering new skills on the way. This dripfeed is initially frustrating, but near essential for easing yourself into the new features especially since the tricks picked up in one episode can then be reapplied to previously completed episodes in order to get higher grades. The 'Am, Pro, Sick' system returns from *Project 8*, where you need only complete 'Am' to progress, too.

So, drip by drip, you shake hands with techniques both old and new. The Aggro Push (tap R1 with timing to gain speed) is brilliant, and also lets you use walls and vehicles for extra speed during manuals. Bowl carving and slash grinds aren't the most graceful of additions, but they make up for it with offerings of big points. Body checking – barging into folks with L2 – is daft, but fun nonetheless. The level editor is always on hand, and straightforward to use. The new 'Nail' modes expand greatly on the strengths of *Project 8*. The Hawkman mini-game (see 'Freebird') is lovely. The photo editor is plenty intuitive, although taking pics – done from the camera's perspective – while maintaining your balance can sometimes be awkward. The new dynamic camera angle isn't intrusive, and adds energy to your trick

Tony Hawk's Proving Ground

"Where *Skate*'s a viola that you coax, *THPG*'s a xylophone that you rattle away on"

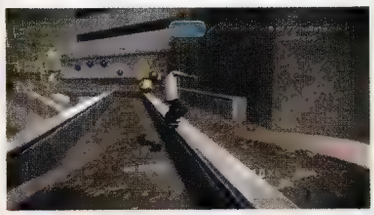
PSM3 BUY IT

Hawkman

Freebird

Pac-Man vs Hawkman

Of all of *Proving Ground*'s new content, there's one thing we're left craving more of – the Hawkman challenges. You'll find several arcade machines scattered around each of the game's districts, which let you play this dot-guzzling mini-game. Collect the coloured dots, but you can only pick up yellows while grinding, green while in manual, red while in the air and blue while wallriding. Addictive? You should see the bags under our eyes. And the empty crisp bags under our feet.



Credit due Accessing arcade cabinets gives you this groovy retro menu.

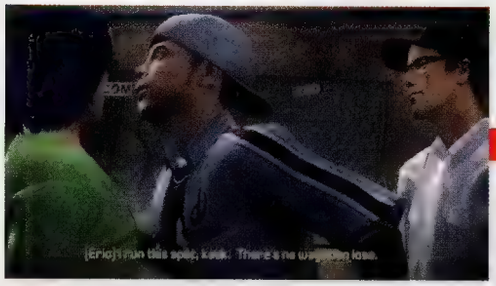
Dot milk? To achieve 'sick' you have to collect all 75 dots in one combo.

"So much content, you expect to hear the disc groaning"

Men at work

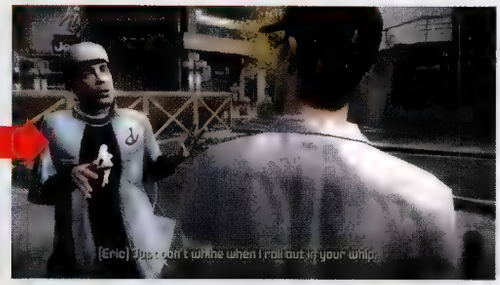
Prove ground, get around...

Each of the three skater-type paths is led by a series of episodes, each starring an established pro



Career type Bob Burnquist takes you through Nail The Grab, a new slow-mo technique where the analogue sticks control your hands while in mid-air. Oh, and snivelling rival Eric is back...

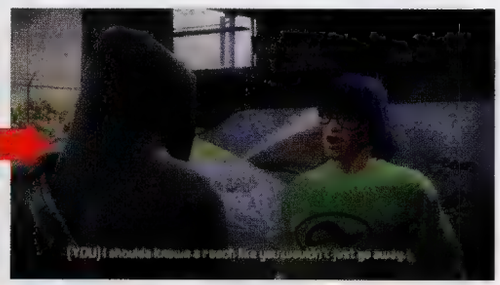
Bob-a-job Burnquist, patient dude that he is, coaches you for a variety of vert/street comps. He'll dole out tips on tweaking those nailed grabs, as well as finger-flips.



Boba Feat Bob will put his own car on the line, in a bet with scummer Eric, over who can come highest in a series of skate competitions. He'll even shout out crowd-rousing tricks to give you the edge.

Hardcore type You'll find Aussie nutter Dustin Dollin loitering just outside the FDR skate park. You'll need his help to get inside. Why? Because it's been overrun by a gang of hoodie hoodlums.

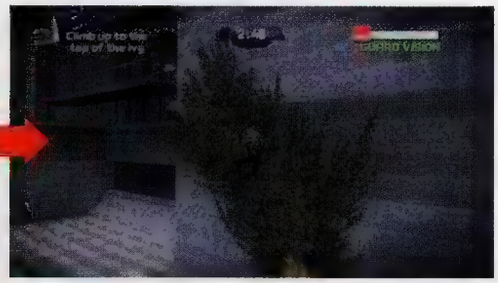
Check, mate Dustin will teach you the Body Check – a move for barging troublemakers out of your way – but once you've cleaned out the park, the gang's going to be chasing you all across town.



Argy bargey With Dustin's help, you'll eventually come face-to-face with the gang leader, in what's effectively the second ever boss fight in a Tony Hawk game. Barge and outskate him to send him packing.

Rigger type Seasoned mentalist Bam Margera gives a schooling in the art of clambering. Follow him up ladders and shimmy telephone wires to meet him atop the roof of a hotel.

JackASBO Finish his first set of objectives, and Bam will give you a great big touch-feely hug. Be wary of the douchebag, as he's only gone and stolen your wallet. And so, it's time to give chase...



Weird science ...and break into the nearby science museum, to thwart his exploits and get your money back. Plus, you'll be taught how to scramble up poles, too, in the process.

lines, although you can select the classic stationary follow cam if you want. Sixaxis support for balance and steering is pointless, since it's just not as reliable as twitching your thumb on the analogue stick. Video editing is well-fleshed and wieldy, but clips can't be shared – the score/grade you're given for them can be uploaded to a leaderboard, though. And there's plenty of online play to be had, offering myriad modes supported across the whole game world (including your custom-built Skate Lounge crib).

Visually, it's more down-to-earth than it's ever been, and character detail for the series hits a new high. The huge world itself, despite its many secret nooks, quirky touches, hidden rooftop bowls and other neat details, is lacking in colour, with authenticity for its Philly, Baltimore and Washington DC skate spots replacing the cartoony character of previous games. And there's some shabbiness that crops up here and there. For example, during one mission you have to barge a bunch of security guards down, in close succession; barge one, and the camera cuts away to show them barrelling through the air, while your off-screen character continues to move, possibly leaving you in an awkward position that's just not your fault.

Get your skating on

So should you buy *Skate* or *Proving Ground*? They're different enough to co-exist, we reckon, operating in distinct ways. *Skate*'s like some violin that you coax along with careful analogue strokes; *Proving Ground*'s a xylophone that you rattle away at with ludicrous hand speed. Both make sweet, sweet music when played well, and offer tremendous scope for expression and

Stare some change? Dig out a combo in front of the peds, and they'll bung you $2. Tightfists.

Face book *Proving Ground* has the best skater editor of any Tony game yet, even though your sex and physicality are fixed. It's hugely in-depth.

feeling like a badass. *Skate* has an edge, since it is to skateboarding what *Fight Night Round 3* was to boxing games: a fresh interpretation. But it doesn't dismiss the fact that Neversoft has bent over backwards to cram in enough new ideas to make *Proving Ground* worthwhile, and is at pains to teach you how to use them all.

But if you're a newcomer, surely *Proving Ground* is the best place to start? That's debateable. Even though its early objectives are welcoming, the learning curve needs one hell of a run up. *Tony Hawk* games, remember, are a lot like Russian Dolls, and the skills you pick up from one game are transferred virtually wholesale to the next. So you could happily rinse *Project 8* first before moving on to *Proving Ground* ready-programmed to get stuck in right up to the elbow. Or not, of course. Just be wary you're diving into the deep end of a series that's spent nine games evolving, with *Proving Ground* as its pinnacle. Nailing its trickiest challenges and wringing every bit of mileage out of its fearsome feature set will probably take as much time as becoming boss hog of every one of *Oblivion*'s guilds.

Fave Feature

Lap of looks-ury

Most of the faces have been captured well. Ryan Sheckler, however, looks a bit like Chucky out of Child's Play.

That's not to put you off. The reward for your efforts is the immense sense of satisfaction that comes from being in the driver's seat of one of the most complex and flexible combo-scoring systems in gaming. There's a reason why *Hawk* is an institution that's managed to persist this long. It's because it's still brilliant and irresistible once you get flowing. And that applies to those Hawkers who fell in love with, say, *Pro Skater 2*, and have avoided the series ever since. Come back to the fold. The view from the top is as exciting as it's ever been, even if you might twist your ankle én route. **Steve Bailey**

PSM3 Verdict

***Tony Hawk's Proving Ground* contains...**
Sexy slow-mo trickery | Comedy violence
Intimidation and stimulation

Overall A bumper package with some great new ideas, but rough around certain edges.

85

Pub THQ | **Dev** Juice Games
Price £50 | **Release** 26 October
Multi-player 1-6 online

ON THE DISC
Watch *Juiced 2* on the disc right now
PS3/Latest

Dressing down The girls in Juiced all seem to like wearing not much at all, with every lobby screen and event card featuring a scene like this. It's all a bit 2004.

Juiced 2: Hot Import Nights

Yet *more* street racing, but we're pleasantly surprised with this one...

KNOW IT NOW

Well-developed career mode? ☑
Rivals you really want to beat? ☑
Girls in bikinis all over the place? ☑
A new angle on the street racing genre? ☒

This is a more than credible interpretation of the import car tuning scene. At heart it's a street racer in the vein of *Need For Speed: Carbon*, except unlike that game it's handling is about as slippery and simplistic as you can get. That doesn't mean it's easy to get the hang of, mind you – it's tough.

As before, you're racing for cash. *Juiced*'s old wager feature returns, allowing you to bet against a rival and take his/her money, which definitely makes victory sweeter. With your cash, you can then buy one of the 90 real-life vehicles and do it up with the 250-plus parts on offer. As you mod it, it becomes eligible to enter higher-tiered races – or you can just buy new cars and keep your original as it is. The modding and decal editing is every bit as comprehensive as in the *Need For Speed* series, although you can't reshape parts like you could in *NFS Carbon*. No biggie.

Clean machine

It looks good too. Not earth-shattering, but crisp and clean, with only a few moments of slow-down. Hitting a tyre wall bursts the restraints, sending tyres rolling down the road with neat physics. The cars are super-shiny and the vehicle damage is decent.

And the game's structure is superb, with league tiers cleared and unlocked by fulfilling criteria in races to earn achievement tokens. Get enough tokens and you unlock the next tier, so you pick and choose what you want to do and when you want to do it. And there's a great variety of events, including drift races – where you must earn a set quota of drift points every lap and still beat your rivals – and a mode where touching the wall means it's race over.

There's also a Driver DNA feature that tracks your driving traits, and you can download other players' DNA profiles to race against. Cars even have a log history, which means your ride acquires value if it keeps winning – and you can sell it online. It's all well done and only really falls down in the number of things you have to look at between races – choosing events, buying

Juiced 2: Hot Import Nights

"Yet another street racing game, but comprehensive and fun"

Slide and seek Drifting fills your boost bar. The cars slip like eels, so it won't cost much momentum.

cars, betting, the grid screen... and it all has to load. Loading times *are* swift, but sometimes you just want to be back behind the wheel without all the fuss.

Ghost with the most

One concern is the 'spook-out' feature. Drive up a rival's rear and you fill a bar until they suddenly swerve and crash because you 'spooked' them. It's a very cheap way to overtake, and the game's credibility wavers as a result. It's fun, mind you, but it just feels a bit wrong.

Yes, *HIN* is yet another 'street' racing game and, yes, the car handling is basic. But we *do* like it. Although the engine itself is a little below PS3 standards, the slick presentation makes it very likeable and that nitro button gives a great sensation of speed. Look past the airbrushed girls and licensed tunes, and *Juiced 2* is a well structured, comprehensive and good fun – and, if we're honest, we didn't really expect to be saying that. **Justin Towell**

Dead on a rival

The characters have their own unique personalities. Some will refuse bets while others will double them. Losing a race to your most-hated hurts bad.

Fave Feature

"Jamming on the nitro and flying at mega-speeds"

PSP Review

Juiced 2: Hot Import Nights

Can the handheld version really juice the PS3 game?

What have they changed?

Very little, actually – it's the same game, just slightly cut down. But a slightly cut-down next-gen game has turned into one of PSP's best. Featuring the same accessible and well-paced game structure from the PS3 version, the only major omissions here are the 3D characters, cockpit helmet cam, damage modelling and environment interaction. You still get the betting, customisation, variety of game modes and even online multi-player.

The tracks have been rejigged too. They're set in the same places but are slightly less complex, although they still have some alternative routes and big hills. The sound is revised as well, with the commentator much louder in the audio mix, so you can hear what's happening to the other drivers as you race.

Better or worse?

PSM3 BUY IT

Unlike the PS3 game, the graphics are very impressive for the platform, and *Juiced 2* feels like a much more convincing fit for the handheld format. The D-pad has never felt so right for steering - this is a pleasure to play. It's just a shame the car damage hasn't made it in, but considering how close a conversion this is, it's something we don't really miss.

Worth buying if you've got the PS3 version?

No. If you bought both, you'd essentially have the same game in your pocket as in your living room. Which would be nice, but we've only ever done that with the very special *OutRun 2006: Coast 2 Coast. Hot Import Nights* isn't up there with that. But definitely get this if you don't have it on PS3.

85

PSM3 Verdict

***Juiced 2: Hot Import Nights* contains...**

Bikini girls | Nitro boosts | Spectator betting | Online Career mode

Overall Surprisingly good fun. A tad easy and simplistic to play, but with loads of variety.

80

Pub THQ | **Dev** Nihilistic
Price £50 | **Release** Out now
Multi-player None

ON THE DISC
Watch Conan on the disc right now
PS3/Latest

Gore bore There's loads of blood and gore in *Conan*, but the gameplay itself is hack and slash of the most generic variety. We wouldn't mess with Cones, mind.

Conan

Scarily, this rip-off is paler than Kratos himself...

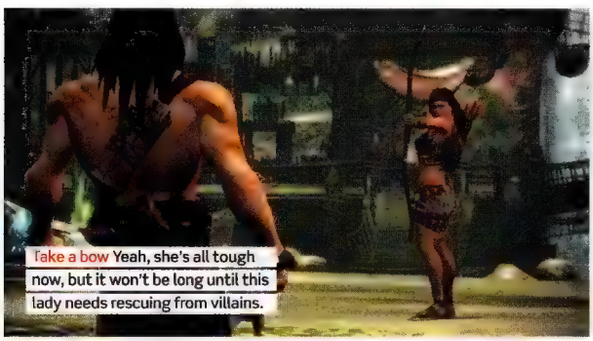
Conan idolizes *God Of War*. It's like the little brother who wants to be just like his elder sibling. Except in real life, that sort of behaviour can be quite endearing. *Conan* is *far* from endearing.

It's got the mythical story, but without *GoW*'s twists and turns. It's got broadly the same gameplay, but whereas *GoW* requires you to learn dozens of moves for success, here you can get away with hammering ◎. It's got QTE events, but they lack the epic scale of Kratos's adventures. It's even got a narrator who sounds exactly like *God Of War*'s Gaia. It's the Panda Cola to *GoW*'s sparkling, full-fat Coke – the similarities are there, but it's cheaper and less palatable.

Combat sees Conan battle loads of identikit blokes who shuffle towards you like crabs. Soon you'll stumble upon the dead cert way of winning nearly every scrap: you block (with L1), let someone have a swing or two at you, then get some blows in yourself before blocking again. Block, attack, block, attack – repeat until victorious. Sure, there are loads of combos to learn, but you won't need them. And while loads of enemies mill about you, only rarely will they interrupt your block-attack manoeuvre. But if you're ever in a tight spot, Krat– sorry, *Conan*'s right-stick roll will see you clear of danger.

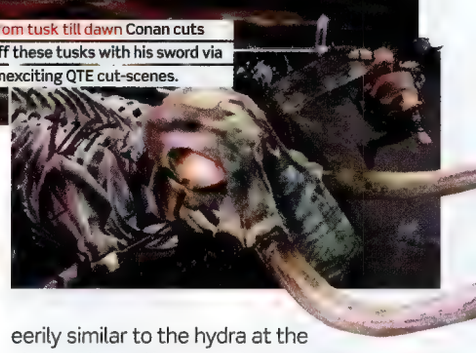
Impact player

Visually, meanwhile, *Conan* doesn't even look as good as *God Of* – oh, we're tired of even saying the name now – and, as we're sure you're aware, that was a PS2 game. As for the audio, well, the music is good – an epic bombast that compares well with A Certain Other Game – but the sound effects entirely fail to convey impact. Smacking a massive rabid ape – there are a few non-human enemies – yields a soft 'phhmph' noise, while slamming a dragon's head into the ground (in a boss battle eerily similar to the hydra at the start of that other game) sounds like hitting a pillow with another pillow.



Take a bow Yeah, she's all tough now, but it won't be long until this lady needs rescuing from villains.

Nudes report ***Conan*** **is full of naked ladies who, when rescued, get saucy. "Crush me with your love!" yelps one. Sounds painful. You can't 'get sexy' with them, mind. Bah.**



From tusk till dawn Conan cuts off these tusks with his sword via unexciting QTE cut-scenes.

Too many *God Of War* comparisons? Nope – that's *Conan*'s fault for being so obvious in its inspiration. Are we being harsh on it? Not really. It's not *massively* broken, but – although you *can* get into a groove for a bit, slaughtering millions of baddies and *sort-of* enjoying it – it's no real fun either. To rival *God Of War*, a game needs a lot of imagination, stacks of glitz and glamour, a rock-solid combat system and, perhaps most importantly, a massive budget. *Conan*, in case you were in any doubt, has none of these. **David Cook**

PSM3 Verdict

***Conan* contains...**
Half-arsed imitations of everything in *God Of War* | But with even more nudey ladies

Overall Every slasher on PS3 is better than this, even *Genji*. A ropey *God Of War* tribute act.

45

Vote now for your favourite videogame of the year in the

Golden Joystick Shortlist

Vote now to WIN a pair of VIP tickets to the awards ceremony and after-show party

Your votes will decide who wins this year's Golden Joystick Awards

Voting now open at: **www.goldenjoystick.com/2007**

games radar · Future · CVG .CO.UK · NEXT GENERATION · sonopress arvato

1Xtra DIGITAL RADIO · bliss · THE NATIONAL STUDENT magazine · Nuts · THE Sun www.thesun.co.uk

In like Dyn It looks like *Dynasty Warriors*, but it's a lot more tactical than that.

Koei | PS3 | November 2

Bladestorm: The 100 Year War

We don't have to play for that long, do we?

Turns out the war between England and France in the Middle Ages could all have been decided by spending a bit more time in the pub. As a mercenary in *Bladestorm*, you hang out in the boozer between battles, picking the best contracts from both sides of the war. This is about cash, not patriotism.

Bitchin' units

Combat starts with your units – cavalry, archers, footmen – scattered around, and it's up to you to lead them towards the sea of men with pointy swords. Fly into battle alone and you'll be dead in seconds and forced to retreat. It's easy to think this is just *Dynasty Warriors* in chain mail, but the strengths and weaknesses of each unit mean tactics are everything. It's less about the thrill of battle and more about worrying where you left your archers.

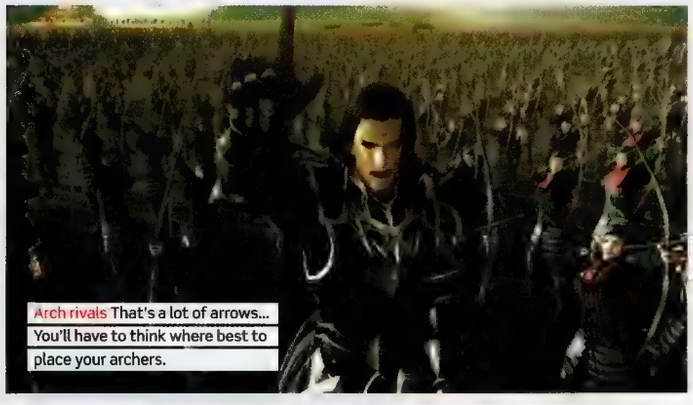
Fighting is simple. Hitting ◻ will let fly basic attacks, though you need a unit's special moves to have any fun. These are essential for taking on swathes of attackers, but mean a lot of waiting around for the appropriate action gauges to fill up again. Numbers fly across the screen as you crash into enemy troops, showing damage, combos and character's levels.

Yet there's no way to judge your progress in the battle or even how your unit are doing. The game can't decide if it wants to be a tactical history lesson or pure sword porn, so the action swings from one extreme to the other without really entertaining. **Rachel Weber**

PSM3 Verdict

A so-so mix of tactics and chaotic combat.

61



Arch rivals That's a lot of arrows... You'll have to think where best to place your archers.

Sony | PS3 | Out now

Dynasty Warriors: Gundam

Two dull franchises meet. Cue snores...

A kaleidoscope of flashy visuals it may be, but there's no escaping that reliably drab *Dynasty Warriors* gameplay. This sold tens of thousands of copies in Japan, but that's because over there Gundam's as popular as Harry Potter is here. They'd buy a toilet brush if it had a Gundam head attached to it. This is way better than the last Gundam game, *Target In Sight*, but as that's the lowest-scoring game PS3 game yet, that's a hollow plaudit.

You know the score with these Koei mass brawl-'em-ups – fight hundreds of robots in empty levels, vary between a few different attack combos and take over the level screen by screen. As ever, the special musou attacks are glorious, with vibrant lighting effects and sparkly colours, but 90% of your time is spent prodding ◻ and △ over and over again, defeating horde after horde of identical enemies. We've done this *dozens* of times before and replacing bearded Chinese men with robots doesn't change a thing. **Andy Kelly**

49

Atari | PS2 | Out now

Naruto Ultimate Ninja 2

Oddly hardcore scrapping sequel

There's something strangely alluring about the *Naruto* series. The cutesy cartoon visuals, coupled with its all-out epic tussles, manages to provide hours-worth of technical fighting. Or if you can't be bothered to learn the intricacies, you can just mash the buttons.

Naruto Ultimate Ninja 2 follows on in the same vein as the original. You walk about town talking to wise folk – one of which is called the Pervy Sage – and they in turn tell you where to go for a good ruck. Thanks, guys. The fighting is beautiful and features wonderful special moves that break up the action perfectly, operated with Bemani-style button presses. There's even a selection of minigames in which you have to strike the best pose. It's pretty compelling, but we can't help but feel out of touch with the stories that the action revolves around. Still you'll be hard pressed to find a beat-'em-up that feels as frenetic as this. **Nathan Irvine**

78

Atari | PSP | Out now

Dungeon And Dragons Tactics

For the beardier handheld gamer

***Tactics* is an attempt** to amputate the trickier bits of D&D, like calculating character's attack scores, while keeping the fans happy with plenty of turn-based battling. Instead all you get is a game that baffles *everyone*, from new players to hardcore dungeon masters.

Travelling across the maps with your party of orcs, gnomes and elves in search of truth, glory and cash, you'll get into brawls at regular intervals. Naughty goblins or magically-inclined beasties are the usual enemies, and the combat, as we said, is turn based. The battlegrounds are split into grids, and how far you can move and your attack strength are affected by stacks of information tucked into awkward menus. You can get away with ignoring your stats for the first few battles, but to survive much further, and to have any idea why you keep dying, you'll need to get down to some serious inventory wrestling and ability juggling. It's all a bit dull. Avoid unless you have a thing for stats and elf ladies. **Rachel Weber**

47

Activision | PS2 | Out now

Spider-Man: Friend Or Foe?

Friend or foe? We'd say 'acquaintance'...

Right, that's it, we're naming a new genre. We're calling it 'drop in, drop out' and it's for any third-person action game with simplistic controls, co-operative puzzles and an option for a second player to join on the fly. So far there has been *Lego Star Wars*, *Marvel: Ultimate Alliance*, *Baldur's Gate: Dark Alliance*, *X-Men Legends*, and now *Friend Or Foe*.

So, Spider-Man is on a mission to recover bits of an asteroid containing a parasitic life form. Since this threat's neither good nor evil, Spidey teams up with his mortal enemies to battle the alien scourge. And *that's* the lame justification for you fighting alongside Doctor Octopus, Green Goblin and the like.

The game's basically a side-scrolling beat-'em-up. You move through levels and fight scores of enemies with a range of combos. It's linear and not much happens, but flicking between characters adds variation and the cut-scenes are nicely tongue-in-cheek. **Andy Kelly**

63

Capcom | PS2 | Out now

Moto GP 07

The hardest of hardcore sims vrooms back

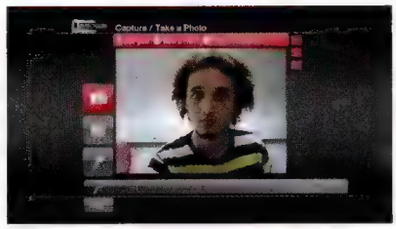
Where else can this series go? It's always been the best bike racing game, and still is, despite sequel after sequel. The *07* edition has its share of new features, but the fundamentals of the bike handling are as pleasantly solid as they've always been. New stuff? Well, 800cc bikes are now available, although '800cc' is just another way of saying 'really fast'. And the ultra-realistic Extreme mode has been revamped to allow, potentially, millions of different bike customisations. But if you don't fancy that, you can always switch on Arcade handling and race people online for their 'pink slips' – winning their bike, basically. It's a dense package of stuff, and all the racers and bikes have been updated to reflect the 2007 racing season. And there you have it. Another *MotoGP* that's, once again, the best bike racer you're likely to find on PS2. But, naturally, if you're used to more arcade-y style racing games, getting used to falling on your arse on every corner is a struggle. **Andy Kelly**

70

Sony | PS3 | Out Now

EyeCreate

Home video editing on your PS3



Like Sony's virtual aquarium *Aqua Vita*, this isn't so much a game as a 'utility'. *EyeCreate* comes bundled with the PlayStation Eye and lets you record sound and video directly to your PS3's hard drive. While this may sound excellent, it's not actually that exciting because your videos are recorded in a proprietary format, meaning you can't copy them to a memory stick and watch them on a computer. You can't even view them in the cross-media bar. You can only watch them through *EyeCreate*.

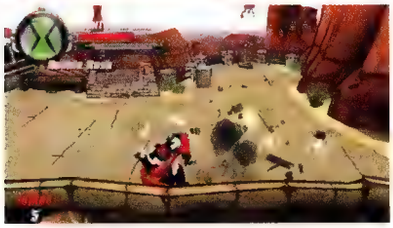
The software itself is quite accomplished, reminiscent of simple video editors like iMovie. You can record clips, arrange them to create a sequence and apply effects, like slow motion and sepia tones. But until Sony release a version of *EyeCreate* that lets you create movies that can be shared with anyone on any system, it feels slightly redundant. It's a tech demo rather than a finished product. Still it's worth a tinker for Spielberg wannabes with limited tech skills, but it's nothing very revolutionary. Though at least it's free. **Andy Kelly**

56

D3 Publishing | PSP | November 9

Ben 10

So where are Bens one to ni– no, forget it...



Following in the cel-shaded footsteps of *Dragon Ball Z* and *Naruto* comes another cartoon-turned-game, *Ben 10*. And like those, this is an all out beat 'em-up featuring cartoon children. Playing as Ben Tennyson, you own an alien device called an Omnitrix – a watch-like object that when activated can transform Ben into all manner of interesting beings, each with their own unique abilities.

Among his repertoire of alter-egos is a four-armed beast that's strong as a box of bears. There's a flame man who can extinguish fire by absorbing the heat, and a speedy reptile thing that can zip around quickly. You'll be flicking through these forms to overcome various puzzles, while repeatedly knocking the bolts out of waves of robots.

Mashing ⓞ and ⓐ is basically all Ben 10 has to offer. The platforming bits are dodgy – the immovable camera sees you mis-time jumps – but it does look lovely, and the QTE, *God Of War*-style boss battles are a nice touch. Still, there's not enough variety to grasp your attention. Here's a more fitting name – *Ben 71*. **Nathan Irvine**

71

EA | PSP | Out now

FIFA 08

EA scores the winner on PSP

Say what you will about EA's obsession with gimmicks, but there are times when you've just got to hold up your hands and applaud them. While the on-field action works well – although it does look fairly blocky – the real pull comes from the new features that EA have crammed in this season.

As well as the ball-juggling Bemani game from *FIFA 07*, you've also got a minigame where you have to volley balls at a destructible wall to rack up high-scores and unlock new content – like extra kits or balls. Then there's the best addition of all, the Football IQ mode. Here you can test your knowledge of football by answering multiple choice questions, from when Man Yoo's Old Trafford was built (1909, people) to which badge belongs to which club. It's a fun little addition that educates as well as entertains.

In pairing these novel ideas up with a full-blown Career mode, tons of competitions to play in and the introduction of the online interactive leagues, *FIFA 08* is the complete package for any football-loving PSP owner. **Nathan Irvine**

82

Sony | PSP | Out now

Pursuit Force: Extreme Justice

Time for another crim-nabbing road trip

Two years since the original screeched onto the scene comes *Pursuit Force: Extreme Justice*; a balls-out, blockbuster sequel to the 'leap between cars-'em-up.

With a glut of new weapons on-hand – including one-shot kill magnums and grenade launchers – you now have four playable buddies to ride shotgun with. If a partner joins your pursuit of a crim, they'll automatically spring onto enemy vehicles, pop off the occupants and then jump back on-board your ride. If you like, you can do all the killing and your AI chum will drive the car. As before, the Story mode takes place across land, sea and air, but this time around the on-foot sections feel a tad better than before. As well as running about taking down bad guys, there are now sniper missions where you have to protect your mates, and gun-turrets to jump into and pepper enemy gangs. Overall, it feels more fluid than before.

Who's the boss?

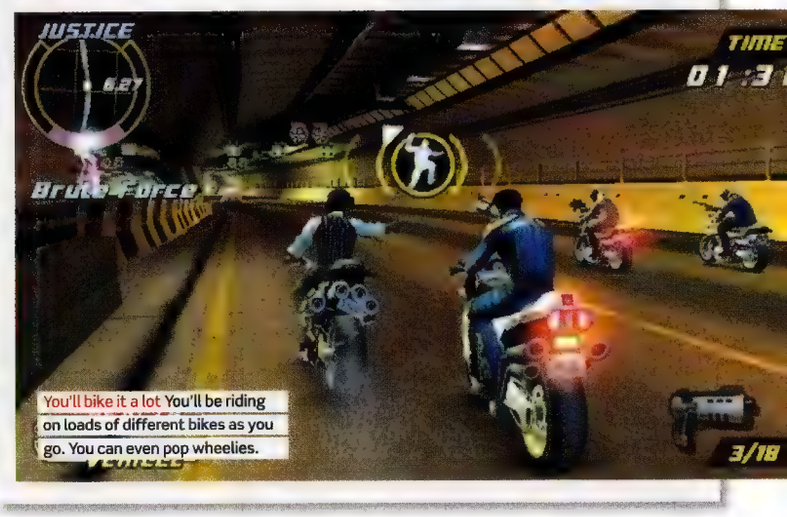
Our favourite new addition to *Extreme Justice* is the epic, multi-layered boss battles. Take the earliest showdown for example. You chase down your target in a car as usual and, before you know it, you're carefully inching your way up the wing of an airborne jumbo-jet as enemies pop out of hatches to take shots at you. Only hitting ⓞ at the right moment will dodge fire, while banging L1 and R1 if you get knocked off helps cling to the wing. It's a nice touch and really breaks up the action well.

Sadly, *Extreme Justice* still feels very much on-rails as you bounce between the walls of the narrow roads and canals. The vehicles don't exactly handle like a dream and, if truth be told, the developers would benefit from focusing their efforts on the driving/shooting mix rather than the walking about bits. Still, there's enough here to keep you chasing down criminals for weeks and, with a Wi-Fi mode now enabling multi-player action, you'll have plenty of reasons to clean up the streets. **Nathan Irvine**

PSM3 Verdict

A rip-roaring ride, but it's a shame it feels so familiar.

72


JUSTICE
TIME
Brute Force
You'll bike it a lot You'll be riding on loads of different bikes as you go. You can even pop wheelies.
3/18

Take-Two | PS3 | Out now

All-Pro Football 2K8

Get ready for some no-frills US football

When it comes down to the nuts and bolts of American Football action, *All-Pro* beats *Madden*. It's basic, stripped down approach is a welcome antidote to *Madden 08*'s over-complicated and 'all for show' gameplay. But because EA is still holding on to the NFL license for dear life, *All-Pro Football* doesn't even come close in terms of presentation. There are no new players for a start, although this is compensated for by the inclusion of around 200 NFL legends like Joe Montana and Jerry Rice.

Ready to fumble?

But player models are just plain ugly, menus are dull and clunky, and mid-game features like replays and referee decisions are almost comically naff. To top it all off, the Career mode amounts to a single season with extremely limited coaching options. Poor. In fact, *All-Pro* offers even less than the three-year old *ESPN NFL 2K5*, so if you're after a substantial Yankee experience, stick with Madden.

However, like we mentioned before, the on-field action leaves *Madden* clutching at air. Gameplay is solid and simple. Despite being tough and strategically demanding (don't walk into this game without a grounding in gridiron) you always get the impression that you're being fairly treated by the AI. It's *Madden* without the egos and tantrums, and for a serious American Football fan, that's what makes *All-Pro Football* such a tasty alternative to EA's über-franchise. Check it out. **Andy Hartup**

PSM3 Verdict

Beats *Madden*, but looks ugly doing it.

74

Sony | PS3 | Out Now

LocoRoco Buu Buu Cocoreccho

Not exactly the *LocoRoco PS3* we crave

In lieu of a proper sequel to their classic PSP puzzler, Sony have released this spin-off that you can buy from the PlayStation Network for less than the price of a sandwich. Rather than tilt the world to control your LocoRoco pals, as the PSP game, in *Cocoreccho* you guide a butterfly around the screen with the right analogue stick and lead them through the level. At certain points you can tilt or shake the controller to get past obstacles, and by pressing ◎ you 'call' the LocoRocos and get them to follow you.

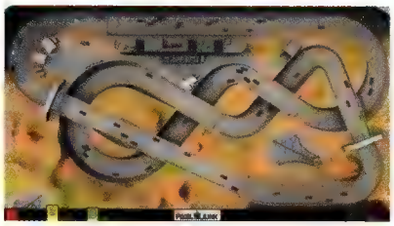
It's delightfully basic, and the saccharine music and visuals are as sweet as ever. Naturally, it's not as good as the PSP version. But it's not really a full game, so comparing the two is unfair. *Coccorecho* is in full HD too, and seeing the pin-sharp LocoRocos singing away in 1080p is worth the asking price alone. It's fun while it lasts, but is more of a distraction – or even an interactive screensaver – than a proper game. **Andy Kelly**

56

Sony | PS3 | Out now

Pixel Junk Racers

Looks crap, but looks can be deceptive



Fond memories of playing Scalextric? *Pixel Junk Racers* – a clever little racer from the ever-improving PS Store – works in a similar way to the on-rails toy of yesteryear. You squeeze the L2 or R2 trigger to accelerate, and let go when you want to slow down. The only difference here is that you won't go flying off the track and annoy the family cat if you go too fast.

There are numerous lanes that you can switch between by pressing ← or →, and this is where you'll need to be thinking fast. See, if there's another car, bomb or object in the way you need to change lanes quickly, but as *Pixel Junk Racers* can fly at absolutely eye-bleeding speeds, it takes practice to master.

With loads of game modes – including one where you inflate your car like a balloon, before letting go and allowing the air to blow you around the track – a party option for you and a few friends, plus online matches to compete in, *Pixel Junk Racers* is an addictive addition to the Network Store, and a must download. Excellent fun, all in all. **Nathan Irvine**

80

Lucasarts | PSP | Out now

Star Wars Battlefront: Renegade Squadron

A Han-fisted effort

So, if the first game covered all the films, weapons and vehicles, and the second added space combat and heroes, what's left? The answer is very little. *Renegade Squadron* deals largely with the expanded Star Wars universe, and because of this, it feels like Lucasarts has really scraped the bottom of the intergalactic barrel.The action is the same third-person run and gunnery we all know, but in a sad attempt to justify its existence, *Renegade Squadron* introduces a ton of new weapons and items. Most aren't worth bothering with, and even the more intriguing items like the jet pack and the carbonite freeze gun are pretty redundant in what is an extraordinarily easy shooter.

In terms of game modes, you get the usual campaign – the story for which is set behind the scenes of films four, five and six – an intergalactic Conquest mode (Star Wars Risk), and Wi-Fi multi-player. But there's still only about six hours of solo play here – hardly a good return on your 35 quid outlay. **Andy Hartup**

55

Koei | PSP | Out now

Disgaea: Afternoon Of Darkness

Vital RPG goodness

PSM3 BUY IT

Like *Final Fantasy Tactics*, the transition to handheld suits the quick-fire turn-based nature of *Disgaea* down to the ground. If you missed it last time, *Disgaea* is about a demon prince called Laharl who wants to take over the Netherworld, a bizarre realm of disjointed humour, twisted monsters and talking penguins. It's laugh-out-loud funny, but the real genius lies in the gameplay. On the surface it's a simplistic turn-based brawler, but the dizzying amount of spells, items, attacks and stats make it deeper than Richard Branson's pockets. And as well as choosing the right attacks for your characters, you can also position them to score critical hits and screen-shuddering multi-attacks.

Disgaea is one of the most polished, deep RPGs ever made, and on PSP it's better than ever thanks to the improved visuals and scope for easy on-the-move level grinding that would otherwise take hours. Do buy it. **Andy Kelly**

88

EMAIL PSM3 @
Praise or kick our reviewers by writing to psm3@futurenet.co.uk

ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

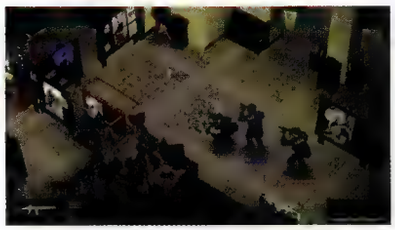
Sega Rally PSP

"A pure arcade racer, but with negligible lasting appeal"

Sierra | PSP | October 26

SWAT: Target Liberty

Introducing the slow arm of the law



We appreciate that the actual SWAT team meticulously plan each and every mission, but translating this into a game isn't exactly thrilling. *SWAT: Target Liberty* is a loving tribute to the US special forces and features all the door busting, perp-yelling, room clearing exploits you'd expect but, sadly it's played in slow-motion with dodgy AI.

To begin with it all seems very exciting. This isometric crime-fighter sees you commanding an army of three as you order your buddies to clear rooms, interrogate prisoners or kill everyone. But due to the sluggishness – lifted slightly by pressing ◎ to run – and the fixed camera, which rarely shows where the bullets are coming from, things quickly go wrong.

SWAT is criminally stop/start. In theory this allows you to perform surgical strikes but it all boils down to shooting up a few blokes, moving to the next room, and doing it again. You do get a sense of achievement when an assault goes to plan but your erratic AI team-mates would sooner let rip at the first sight of trouble than stealthily off the enemy. **Nathan Irvine**

52

Sega | PSP | Out now

Sega Rally

Dragging Sega's name through the mud

After rolling in at second place on PS3, *Sega Rally* has a much easier run on PSP; with no version of *DiRT* on Sony's handheld. It's literally a one Subaru race. So what do you get? Well you get the sweet arcade racing of *Sega Rally*, which means sweeping into corners, lush scenery – from dense forests to glacial mountains – and straightforward racing at blistering speeds. It handles like a dream too. And while it doesn't quite manage to recreate the beautiful mud effects of the next-gen version, it looks lovely.

But despite all this beauty, *Sega Rally* feels pretty empty. OK, so there are loads of courses to bomb around, Time Trials and the Championship add some purpose to the racing and the Wi-Fi mode allows game-sharing from one UMD, as well as head-to-head races with other players. But there's barely any variety. It's a pure arcade racer at heart and great fun for a while, but the lasting appeal is negligible. The high-speed action never takes its foot off the gas, but you'll be hard-pressed to find a reason to continue playing for long. **Nathan Irvine**

71

PSM3 Awards

The highlights (and lowlights) of this month's reviews

Stand tall England's fourth or fifth finest celebrates after bundling in a goal. No robot moves, Crouchinho? Bah.

The award for most unfortunate, yet accurate, likeness goes to... *PES 2008*

Oh, dear. Look at Peter Crouch. *PES* has made his gangly limbs look even ganglier. How very unflattering.

The ace innovation award goes to...

The Eye Of Judgement

A great use of the PlayStation Eye and a pack of cards to create a game unlike anything we've seen before. Even if it is basically top trumps with monsters.

The bug of the month award goes to...

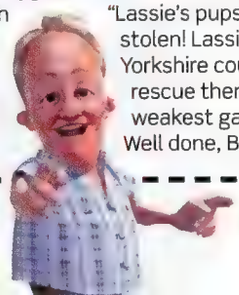
Conan

We were jumping up this wooden frame, away from a massive dragon, when Conan got wedged in mid-air and wouldn't come down. Playtesting, anyone?

Buyer Beware! The games they're afraid to send us

Cheggers' Party Quiz Oxygen
A low-budget *Buzz* with everyone's least favourite GMTV presenter. This is clearly the worst license in history.

Lassie Blast Entertainment
"Lassie's pups have been stolen! Lassie must trawl the Yorkshire countryside to rescue them!" Yes, it's the weakest game concept ever. Well done, Blast.



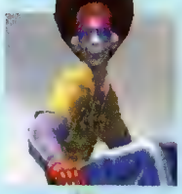
Hi-Score Table

☐ Disgaea PSP	p84 88%
☐ Pro Evolution Soccer 2008	p62 86%
☐ Tony Hawk's PG	p74 85%
☐ FIFA 08 PSP	p83 82%
☐ Juiced 2	p78 80%
☐ Pixel Junk Racers	p84 80%
☐ Smackdown Vs Raw 2008	p68 79%
☐ The Eye Of Judgement	p72 79%
☐ Naruto Ultimate Ninja 2	p82 78%
☐ All-Pro Football 2K8	p84 75%
☐ Pursuit Force 2	p83 72%
☐ Ben 10	p83 71%
☐ Sega Rally PSP	p85 71%
☐ MotoGP 07	p83 70%
☐ Jericho	p70 65%
☐ FIFA 08	p66 63%
☐ Spider-Man: Friend Or Foe?	p82 63%
☐ Bladestorm: 100 Years War	p82 61%
☐ Star Wars Battlefront: RS	p84 57%
☐ LocoRoco Cocoreccho	p84 56%
☐ EyeCreate	p83 56%
☐ SWAT: Target Liberty	p85 52%
☐ Dynasty Warriors Gundam	p82 49%
☐ D&D Tactics	p82 47%
☐ Conan	p80 45%

Extended Play

Start

CELEBRATE



86 *SSX* is top of the PlayStation mountain
How EA's dayglo boarding sim is the peak of sports perfection.

GENIUS

88 The 10 most thrilling moments in *Metal Gear Solid 2*.
Showcasing Koj at his lunatic best.

EXPLOITS

92 Find and nail all the spots in Skate
How to beat all the hardest drops in EA's essential skating sim.

SECRETS

94 Getting attacked by a kazillion spiders in *Global Defence Force*
Little-known gem offers amazing moments.

SECRETS

95 PlayStation's darkest secrets exposed to the light
With saucy *Rumble Roses* interviews.

ONLINE

96 Taking the mudstorm online in *Sega Rally*
The revived rallyer provides the net thrills.

CLASSIC

98 *Deus Ex* – a game that offers *true* freedom of choice
How the classic shooter broke the mould.

NATION

100 *Simpsons Game* gets censored
Grand Theft Scratchy levels upset Rockstar somewhat...

PLAYSTATION CELEBRATION

SSX is the peak of extreme sports

Mist and silence. That's what defines *SSX* for us. The snowboard sim might normally be the bounciest, brightest game on PS2, but there's one moment at the start of *Tricky* where everybody hurtles off a cliff, the music cuts out, the scenery falls away and you... just... drop. Nothing but mist and silence. For one, two, three seconds – then you slam back into the race, there's a cascade of sparks, the DJ whoops and the race kicks off again. And every *SSX*, even *On Tour*, has its own defining moments like this that mark the series out as one of the most special, most exciting set of sports games around. We love it.

SSX ON TOUR

Blasphemy. That was the reaction when we saw Kaori toting a brace of ski poles, prompted by painful memories of Gallic ski instructors shouting at us during our first real goes on a board. All *On Tour* really did, though, is add more options to the series – the skis are there if you want, but you can always stick to the traditional boards if you like. At times, *On Tour*'s structure gets a bit too loose – it's sometimes feels like there's no clear sense of direction – and references to shredding and hype felt a bit forced. Whacking pre-school skiers seems a bit *THUG*, and dodging avalanches didn't help the game any. Can *SSX* get back on track when it goes next-gen? Let's hope so.

Best character New characters Tyson and Skye are a bit underwhelming, so we're going to bend the rules here and pick series mainstay Moby Jones.

Best course All of them sort of blend into one, but you can't beat The Peak for breathtaking scenery.

SSX Tricky

Some derided the 'Tricky' tag as a not-so-subtle way of getting out of making a 'proper' sequel – but when the second *SSX* did everything so much better than the first, how can you possibly complain? Courses were beefed up and jammed with even more shortcuts, to the point where entire levels can be done off-piste. Characters were voiced by stellar-at-the-time talent like David Arquette, Macy Gray and Oliver Platt. Shortcuts were simpler, thanks to the addition of idiot-proof glass signs to point the way – but then made more difficult again by being labyrinthine. Two new courses were added at either end of the difficulty spectrum – the soft-as-cushions Garibaldi and the hard-edged, ice-studded, breathtakingly unforgiving Alaska. Finally, the 'Tricky' suffix referred to tricks swiped from disciplines as diverse as breakdancing, rollerblading and MX riding – beautifully stupid, impossible tricks that still somehow don't break the game's sense of reality. *SSX* might have repopularised the 'do tricks to go faster' dynamic, but *Tricky* took it to its beautiful, inevitable conclusion. And Run DMC did the theme tune. Astonishing.

Best character Eddie might be a bit genero on the skill settings, but his ginger afro and menu-screen bodypopping still make us smile.

Best course Merqury City gains about three miles of grind, and jumping over the motorway becomes slightly easier, making it accessible to non-hardcore lunatics.

SSX3

After teasing us with a mountain-full of powder in *SSX* and *Tricky*, *SSX3* finally delivered what we always secretly wanted – one huge peak full of fresh powder, neatly dissected into snow-topped chalets and easily grindable fences. Super über tricks aside, *SSX3* wasn't ground-breaking in its gameplay innovations – what it did brilliantly is to make the game feel like a unified whole, with goals and a career and a life on the mountain that goes beyond simple races and stunt events. After grizzling that their characters 'wouldn't like' being told what to wear, EA caved and let us customise our outfits to perfection, letting us tackle the slopes with bespoke salopettes and paper bags on our heads. Also, after two games of hooting from Godfather Of Noyze Rahzel, the radio chilled out – with a DJ keeping us informed about everything happening on the slopes. Most importantly, though, the progression took a tip from *Tony Hawk*, cramming every inch of the slope with cash, power-ups and challenges, and ensuring that even the most laconic glide down the piste is rife with possibility. Brilliant.

Best character Little Nate Logan - he's only 11 - proves the obvious choice for tackling Career mode, although he's a cocky bastard.

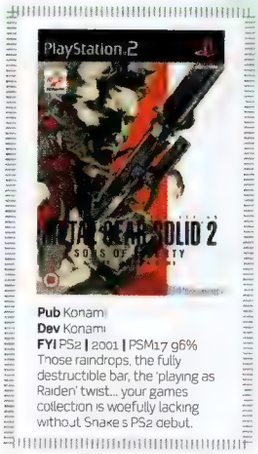
Best course Some tracks are easier, put Perpendiculous offers the best rewards for anyone prepared to eke out its air opportunities.

SSX

In hindsight, what's so amazing about the first *SSX* is that, while other PS2 launch titles were struggling to make their release slot, EA's baby stayed effortlessly ahead of the pack and still found time to jam in layers of content that many gamers won't ever have seen. Everyone remembers how well the rewind system worked, how crispy and solid and *right* the snow feels – but did you ever find the fabled UFO shortcut in Merqury City? How about doing the entire Elysium Alps cliff run in one go, or nailing all of the underground rail grinds in Mesablanca? What about the secret switch in Pipedream? It's telling that the gigantic pinball table of Tokyo Megaplex – the level everyone cooed over in the weeks leading up to release – was probably the game's weakest section, simply because it shoves its tricks in your face rather than letting you chance across them. We loved the racing so much that it took us almost a week to discover Showoff mode – and *that* was like finding an entirely new game. Oh, and did you know that there's a cheat that lets you ditch the board and *run* down the mountain? This game is why we can never stay angry at EA for too long.

Best character Little Kaori – the bubblegum-cute Japanese girl with the helicopter-quick spins defines *SSX*'s sense of fun.

Best course Elysium Alps – the sense of risk in a two-player cliff hurtle can't be matched.



Pub Konami
Dev Konami
FYI PS2 | 2001 | PSM17 96%
Those raindrops, the fully destructible bar, the 'playing as Raiden' twist... your games collection is woefully lacking without Snake's PS2 debut.

10 reasons why you need to play MGS2

Nathan Irvine

1 HARRIER BATTLE

After hours of lurking in the shadows, the pace suddenly goes up a notch as Raiden takes on Solidus – who's piloting a Harrier jump jet. This David versus Goliath battle sees you leaping between floors of the bridge you're on, evading the plane's rockets and snaffling the supplies that Snake flings from his chopper. Fortunately, you're armed with a Stinger launcher which fires homing missiles, but standing in the open tests the nerves – there's only a split second between getting a lock-on and being blown to bits.

Blown away Flipping between the upper and lower platforms is essential to avoid the missile fire of the plane.

Points of view Some troops [illegible] defiant – even at [illegible]. Aim the gun at their [illegible] test their resolve...

3 LISTENING FOR THE HEARTBEATS

While searching for President Johnson, you have to locate Richard Ames, a secret agent who knows where Johnson is. He's being held hostage with a load of others and you don't know what he looks like. But you *do* know he has a pacemaker. Solution? Get out your Directional Mic, point it at the hostages and listen for an irregular heartbeat. It's touches like this that make Koj a king among men. Well, game developers.

Spot the fake This is the bloke with the dodgy ticker. Only hit Ⓐ when you're sure it's him.

2 SHAKING DOWN THE GUARDS

The element of surprise is your key to survival in *MGS2*. Sneak up behind baddies, pull your gun and you can shock them into surrendering. Quickly stepping in front of your foe and raising your weapon again will scare them into shaking off their dog tags, which unlocks bonus items. And you'll get a sadistic kick from blasting soldiers in the leg and hearing them whimper. Not so tough with a bullet in you, eh?

Quick eye Rattle the wing-nut beasts enough and they'll respond with a 'dirty protest' – right in the eye. Eugh.

5 LADY POSTERS

For no apparent reason, *MGS2* is littered with pictures of pretty Japanese ladies and old covers of FHM, starring the likes of Cameron Diaz and Carmen Electra. They certainly brighten the place up. They're strewn across various walls, and if you look inside some lockers they're placed there too. Feeling a bit fruity? Kneel down and hold ⓡ1, and Raiden will give the posters a kiss. Sexy.

Men's mag The monthly men's mag even got their logo in the game. How's that for free advertising?

Go to Nell Here's Blighty's Nell McAndrew in all her bikini-clad glory. You'll find other models around.

4 ATTACK OF THE BIRDS

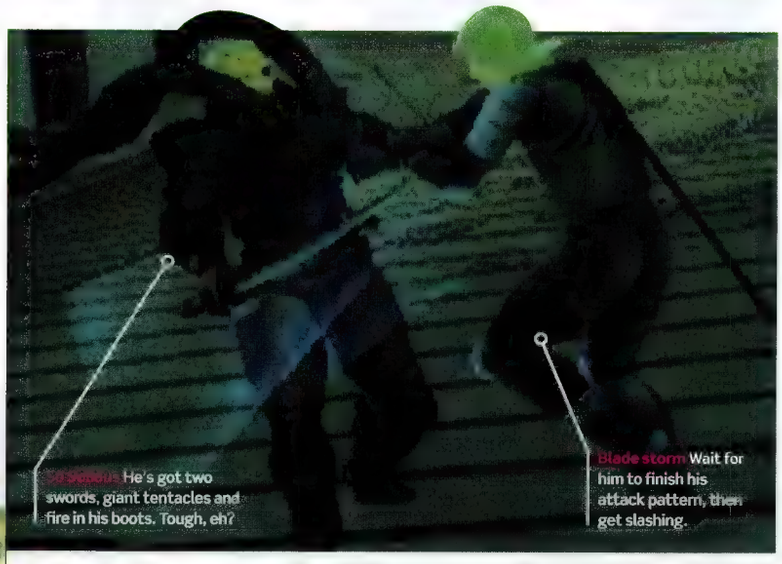
Around the the Big Shell you'll notice a flock of seagulls. *Metal Gear 2* lets you deal with these bread-munching scavengers via the medium of gunfire, allowing you to dispose of them in a puff of smoke and singed feathers. However, if you take out too many of the birds they'll attack you and try to peck your eyeballs out – making staying incognito rather more difficult than it should be.

ON THE DISC
Metal Gear 4? It's on the disc, as ever

6 SNIPING THE C4 NODES

On the connecting bridge between Shells 1 and 2, there's an intricate web of explosives wired to blow Raiden's beautiful face off. Your only way to relative safety is indulging in a spot of sniping action, reminiscent of a tin can alley. There are a few obvious control panels to knock out with your PSG1, but look closely and you'll see one attached to a hovering Cypher, behind a flag blowing in the wind and surrounded by some seagulls. A genius touch.

Wind of change Wait until the flag blows away to reveal the node behind it.
C4 yourself You need to blow up all of these flashing nodes.
4720
PENTAZEMIN

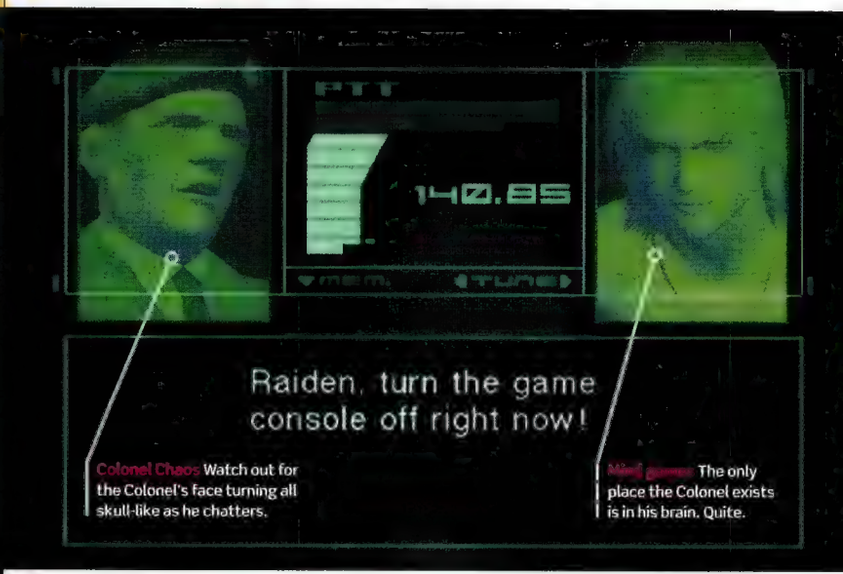

Solidus He's got two swords, giant tentacles and fire in his boots. Tough, eh?
Blade storm Wait for him to finish his attack pattern, then get slashing.

7 THE BATTLE WITH SOLIDUS

Sitting through half an hour of confusing dialogue regarding the internet and la-li-lu-le-lo is rewarded with a final battle of epic proportions. Guns are off the menu so it's a scrap to the death with your samurai sword. This change of pace, after all the shooting, is as surprising as it is compelling. And giving Solidus a one way ticket to hell is a fitting end to a great game.

8 NAKED RAIDEN

You've just been knocked out by Olga, Solidus is trying to choke you and, to make matters worse, you've been stripped of all your clothes. Once you escape you have to play about 10 minutes worth of action in Raiden's 'birthday suit' as he cups his plums and runs around. There is cold medicine to prevent you becoming ill in the freezing conditions of Arsenal Gear. A nice touch, as is being unable to hang from ledges to avoid exposing Raiden's twig and berries.


PTT
140.85
Raiden, turn the game console off right now!
Colonel Chaos Watch out for the Colonel's face turning all skull-like as he chatters.
Mind games The only place the Colonel exists is in his brain. Quite.

9 THE COLONEL GOES MENTAL

One of the most memorable moments is when MGS2 disengages its sanity chip. Aboard Arsenal Gear, you're inundated with bizarre Codec calls from Colonel Campbell, who reels off Japanese names and quotes gardening tips. The pinnacle of madness comes when he tells you to turn your PS2 off and the display flips to the Game Over screen, while you carry on fighting in a tiny inset window.

"Complete the game once to unlock European Extreme mode"

Snake is equipped with his assault rifle as you battle together.
It's a nice change of pace to be able to use the samurai sword for a while.
Scoping it out

10

FIGHTING ALONGSIDE SNAKE

While you don't control Snake throughout the Big Shell mission, you do get to fight alongside the grizzled hero on a couple of occasions. While Emma is crossing the pontoons to reach Shell 1 you have to provide covering fire for her safety, but if you call Snake on your Codec he'll help you by sniping the enemies that you track with your sniper scope. This is a great moment, but not as epic as blasting your way through Arsenal Gear with Snake while soldiers drop in from all angles. The original army of two, indeed.

The ones we didn't pick...

Fighting Metal Gear Ray(s)

The Underwater Mix

EMAIL PSM3 @

ON THE DISC
Skate is reviewed on the

PLAYSTATION EXPLOITS

How to rule Skate's sweetest hidden trick spots

Ben Richardson

EMAIL PSM3
Want a game exploded in ludicrous detail? Tell us:
psm3@futurenet.co.uk

Pub EA
Dev EA Black Box
FYI PS3 | 2007 | PSM3 91%
With its revolutionary Flick-it controls, huge open world endless trick permutations and realistic over-the-shoulder visuals, *Skate* shatters *Tony Hawk*'s vice-like grip on the genre. A must-play, even for those who aren't fussed about skating in real-life.

RIGHT LINES San Vanelona's 25 must-see skating hotspots

San Vanelona is ripe for grinds, gaps and complex combos, but the locations (or 'spots') listed here offer the maximum potential for points. We've rounded up the best of the in-game 'spot bible', plus our favourites from around the city.

Own... The Right Grind
This multi-gapped grind sits right opposite a tram station on the far east side of the Suburbs, near the schoolyard. Tricky to dial first time, but once you know the layout, it's straightforward.

Own... Ramped Up
Up from Slappy's in Old Town is an angled wall at the bottom of a steep hill. With enough speed you can clear the steps and reach the road. If you can avoid the pedestrians, that is.

Own... Old Town Drop
Right over the road from Slappy's is a steep incline with steps and handrails. Leap from the top step to land on the second rail and grind straight down to the street at speed.

Own... Table To Dumpster
Retrace the path of your run-in to Ramped Up and carry on to find this set-up. The line is easy, but adding a grind-to-flip-then-manual exit should add more of a challenge.

Own... Kerb Leap
In the middle of Old Town is a huge no-skate area with a steep road leading to it. Nail down the pavement, turn into the ramp just before the low wall of the zone and get seriously airborne.

Own... Bank on it
Around the borders of the Matrix Plaza in Downtown is the biggest, widest and smoothest bank of, well, banks in the whole of San Vanelona. Mix it up on this mass of glossy marble.

Own... Clankity Clank
Outside the Plan B warehouse, near where Old Town meets Downtown, is this versatile spot. Try 3-flipping between the two rails to the level below, or find your own line from the many on offer.

Own... Bent Ledge Park
At the far west of Old Town, near the train station, is this triangular ledge that drops you onto another ledge below – there's enough time for a double kickflip if you're quick – and skilled – enough.

Own... Lakeside
On the south-east of Lake Sherwin in Downtown is this bible spot. It's best to ramp over the top steps and aim to land on the sloped edge, although there's plenty more to do.

Own... Metal Wave
The Res is teeming with spots, especially in the grounds of the art building, opposite Regs. At the top of this area is a wavy metal platform, complete with a great gap to flip across.

Own... Downhill Grind
Next to the metal wave is a metal lump. At the back there's a ramp that will launch you up, then down onto the edge of the staircase below, for one massive grind. Smart.

Own... Big Transfer
Right over from Regs are two tall quarterpipes – use the huge rolling slope opposite to speed into the one on the right, then clear the walkway and land on the other. Harder than it sounds.

Own... Gap To Grind
Chris Cole's pro challenge takes place here, up the road from Regs. Start at the top. This is about leaping off the block ledge next to the steps and landing on the lower step rail.

Own... Halfpipe To Rail
Where you start for Chris Cole's challenge, there's a crude quarterpipe leading between two streets. Get the angle right to leap off the quarterpipe edge and land on this rail.

Own... Dumpster Jump
On the east side of Suburbs above the two no-skate-zones is a dumpster with a ramp leaning against it and a rail after it. Super style points if you can backflip/frontflip to the grind.

Own... Manual Pads
An obvious spot this (being in a skate park and all) but that doesn't make it any less worthy of your time. Find it near the drains/halfpipes on the south wall of the Community Centre.

Own... Planter Leap
This is a devil to get right, since the kicker on the raised part of the Community Centre facing the planter wall isn't quite high enough. That said, it's still possible to backflip this spot...

Own... Dot To Dot
Simple but super-challenging, these raised circular things are on the west side of the Community Centre. You need to be quick, but we managed to flip in-manual-flip out each one. Can you handle it?

Own... Front Yard
Along the middle of the 'curve' formed by the south of Suburbs is a house with this perfect ollie gap-grind-drop spot. Get enough speed on the pavement to hit the top edge for super exit height.

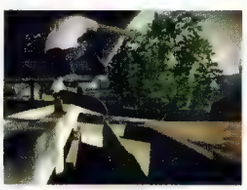
Own... Hawk homage
This is as close to *Tony Hawk* as Skate gets - a big kicked slope that throws you onto a 20ft high pillared platform. Find it at the south west courtyard in the Downtown Library grounds.

Own... Bomb The Bank
South from Elementary school station in The Res is an overpass to the east. The steep road under it leads to this big bank transfer gap. Stay on the pavement to avoid having to ollie in your run up.

Own... No Man's Land
The Res plays host to this massive gap/grind, in the top east corner of the area, along the left side of the street when heading downhill. Aim for the grind and flip out to the next rail for big scores.

Own... Own The Hole
Almost opposite No Man's and in the top of The Res is this brilliant challenge – a chest-high hole in the wall, visible from the street as you pass. Extra kudos points if you can trick through it.

Own... Car park craic
There's a fine bible spot in the Downtown car park, west of the Parkade, but push up the spiral ramps to the rooftop and you'll find a playground of board-dom, including hips, gaps, rails and transfers.



Own... Roof To Rough
This gap sees you leap from a highrise car park to a rooftop. It's in Suburbs, on a south west street that's about level with the lower no-skate-zone. Take the car park ramp to get up.

Flick-it FAQ

Q What is Flick-it?
A

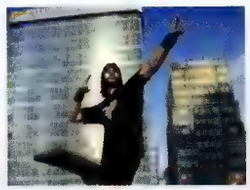
Q How many tricks are there?
A

EXPRESS YOURSELF *Skate*'s most stylish celebrations

Celebrate... Thumbs up
Choose 'Cool' skate style, and press L1 + ↑ for this classic one digit salute. Ideal for acknowledging onlookers who've doubted your ability to deliver. Fools.

Celebrate... Bring it
Choose 'Cool' skate style and press → on the D-pad. Not quite so modest, or exactly subtle, but more useful for pumping yourself up after a killer move.

Celebrate... Brrrrrappp
Choose 'Rock' skate style and D-pad → for this assured salute. It doesn't make the accompanying flappy noise like in real life, but like, well, as if you care.

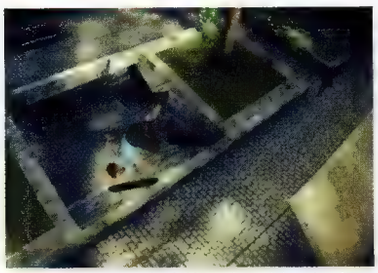


Celebrate... The archer
Choose 'Rock' skate style and press D-pad ← to strike this insanely assertive pose. Works best after you've owned some whining grems in online play.

Celebrate... Open wide
Choose 'Rock' skate style and press D-pad ↑ for the widespread arms, and general f*ck you air of nonchalant cool. You're drinking in the applause, here.

Celebrate... Horns
Choose 'Punk' style and press ↑ to bring the noise. Horns are the only choice of celebration for those who skate with Motorhead blasting in their mind.

HUGE AIR The biggest drops on offer



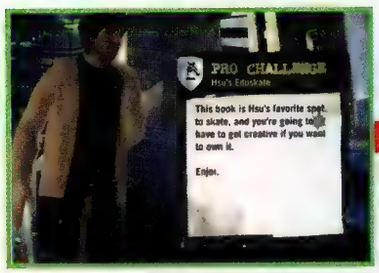
Hole drop On the East side of Old Town is a weird quarter-pipe thing, with an edge spanning over a walkway. Leap off this and pray you're accurate enough to drop into the hole below.

Blind faith Approach the middle of Old Town from the North and you'll find a huge stairway leading down. Get to the final platform, leap high to clear the edge well, and try not to die.

Superbowl In the middle of The Res, up from Regs, is a crude half-pipe between two streets. Get behind the pipe, towards the houses, then leap out from this wall and land in the bowl.

Railed A long path leads down from the top of The Res. Ride down the hill from Suburbs, cross the road, roll up the pavement and leap over the ledge, hitting the rail on the way down.

BOOK LEARNIN' Beat Jerry Hsu's Pro Challenge


PRO CHALLENGE
Hsu's Eduskate
This book is Hsu's favorite spot to skate, and you're going to have to get creative if you want to own it.
Enjoy.

Hsu school In the first Pro Challenges, Jerry Hsu tasks you with scoring big points on his fave spot - a giant stone book. It's tricky, there's not much room, but with the right plan it can be simple...

Page one Aim at the left of the book's crease, rolling at a medium pace – too fast and you'll just shoot over. Ollie up, then angle right and get ready to whip out a big trick.

Turn over The best tricks to use here are 360s, hardflips or varial flips. Just make sure that you angle yourself towards the corner of the book, and don't carry enough air to clear the edge.

Snap shut Aim for the edge of the book that's sloping downwards, and try to get a lip on it. Any contact should count as a grind and boost your points. Now you just have to land it...

FLICK OUT The six coolest tricks

Trick... Powerslide
A long, sweeping powerslide is the coolest way to exhibit calm, satisfied assurance after landing that huge landmark trick.

Trick... HippieFlip
Almost a hidden trick – you go over the rail, your board flips beneath it, until your feet meet again. Use a double kickflip to perform this Mark Gonzales trademark.

Trick... RocketAir
Yes, you're a Rocketman. To perform this time-intensive aerial move, hold ↓ on the left stick, L1 and R1, quickly in that order. Liftoff. Or more likely, face off.

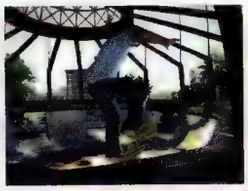
Trick... Coffin Backflip
This shouldn't really be possible. The game won't actually give a score for it, although landing it is a near impossible task anyway, but it looks stupidly brilliant.

Trick... Christ Air
Taking the board this far away from your feet is the act of a madman, which is why nailing a Christ Air is such a satisfying mix of high risk and stylish visual reward.

Trick... 900
Twisting out a 900 takes dedication to learning how to properly pump in bowls or halfpipes, and is really only possible when you have huge amounts of space.

LOCATION, LOCATION Have you found these hidden treats?

Find... The launcher
This giant ramp kicks you high across the street below so watch for cars. Access it at the top of The Res, behind a triangular building – look for a yellow bollard.



Find... The dome
As you enter The Res from the Suburbs, look out for the spindles of this intriguing spot. It's got lots of transitions, and plenty of scope for huge air and grinds.

Find... Secret pool
Between the Suburbs school and the no-skate-zone are some apartment blocks. Behind them is a fenced-in pool. Ollie up the slope and over the steps to get in.

Find... Loop-the-loop
Head out from Regs and into the gallery grounds. Right over the other side is a huge roll-in that leads to this – a loop-the-loop that's damn tricky to ride.

Find... Bowl to roof
Head south of the Community Centre in the Suburbs and you'll find a sports centre. At the end is a bowl so deep you can grind the roof of a nearby building.

Find... Carpark carnage
To unlock the Dem Bones skater you've gotta break every bone 10 times. But that's not difficult from the second to top floor of the car park in south Downtown.

ON THE DISC
For better war games, check out MOH: Airborne

PLAYSTATION SECRETS

Squishing swarms of giant ants in Global Defence Force

A bug's death
Sure, *Serious Sam* and *Dynasty Warriors* surround you with walls of enemies, but none of them do it in as aggressive and chaotic a manner as *Global Defence Force*. Its red ant enemies are a step up from the standard black ant cannon fodder that appear throughout the game: they're twice the size, and their preferred method of attack is to rush their target before merrily slashing away with their massive pincers. Sure, their larger bodies make them easier targets for your weapons, but that's little comfort when these murderous insects crowd you to the point of blocking out the sun.

"*GDF* throws more at you than any other game"

Global Defence Wha? Not many people know about *Global Defence Force*. One of the best budget-label games on PS2, it was stealth-released in the UK at the end of 2006 by Essential, and is often tricky to get a hold of. Places like Amazon.co.uk and Play.com list it, but stock is very rare. If you're after a copy we'd advise keeping an eye out on those bargain-bucket gaming sections you often see in large supermarkets. We stumbled on a copy of *GDF* in Morrisons for £6 – who needs eBay, eh? Warning don't confuse this game with *Global Defence Force: Tactics*, which is a turn-based strategy spin-off that's completely rubbish.

1 The situation

Space invaders GDF looks basic, but then it throws more gigantic foes at you at once than any other PS2 game. Gargantuan spiders, enormous millipedes, squadrons of flying saucers... it's an alien invasion of planet Earth that's 73 levels long

2 The red ants

Ants in your sights You'll first meet the red ant enemies by the seaside. Standing on a beachhead, you'll see nothing of them until several dozen of the buggers crest a dune in the distance, half a kilometre away. Prepare yourself...

3 Know your riots

Red dead revolver The spiders may well first appear on the horizon, but they scuttle at the speed of a steaming locomotive. Best pack hardware suited to messy, up-close destruction – a heavy shotgun and a rocket launcher, say – and get circle strafing like a maniac.

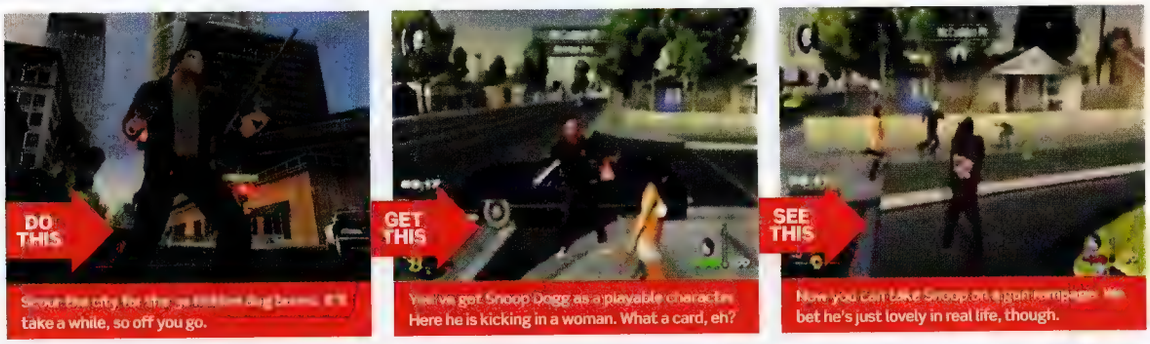
PlayStation's best kept secrets uncovered every month

Secret vid › **Lair** › Really unfunny satire

Hidden interviews › **Rumble Roses** › Phwoaaargh, etc

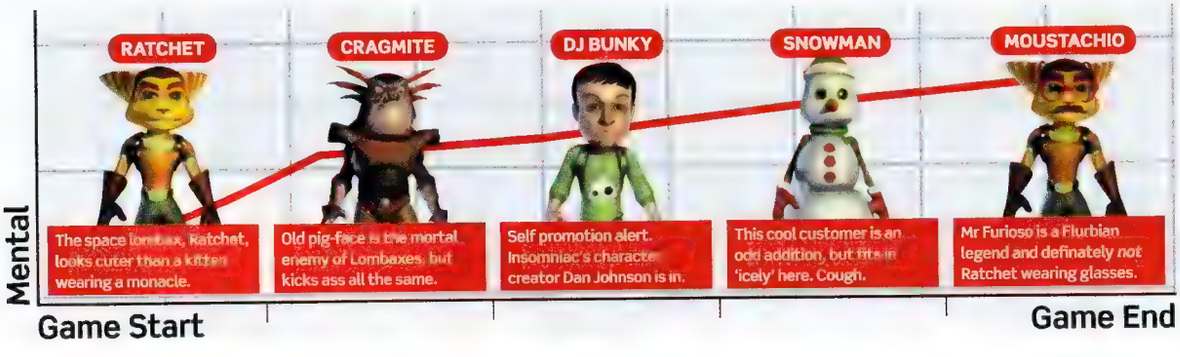
DO THIS
SEE THIS
AND THIS
Go to the Gallery, and leave the cursor over the girl of your choice for just over a minute.
This is Bloody Shadow – ninja, wrestler, polygonal body dysmorphic... she's got the lot.

Hidden character › **True Crime: Streets Of LA** › Who let Snoop Dogg out?


DO THIS
GET THIS
SEE THIS
take a while, so off you go.
Here he is kicking in a woman. What a card, eh?
bet he's just lovely in real life, though.

From zero to hero in... Ratchet & Clank: TOD

From standard Lombax to 'tache sporting legend. Via a snowman, a developer and a swine...


RATCHET
CRAGMITE
DJ BUNKY
SNOWMAN
MOUSTACHIO
The space lombax, Ratchet, looks cuter than a kitten wearing a monacle.
Old pig-face is the mortal enemy of Lombaxes, but kicks ass all the same.
Self promotion alert. Insomniac's character creator Dan Johnson is in.
This cool customer is an odd addition, but fits in 'icely' here. Cough.
Mr Furioso is a Flurbian legend and definately *not* Ratchet wearing glasses.
Mental
Game Start
Game End

The Top 5

Cheats you *must* know

1 Stuntman: Ignition
Graphics modes
Enter GFXMODES as a code. Press L3 to access the Dream, RC Car, Puke Cam, All Combined, and Normal graphics mode options. Nice one.

2 Tales Of The World: Radiant Mythology
Start with 900+ LUK
When creating a character at the start, leave the default name as 'Player' to begin the game with 900+ LUK.

3 Tony Hawk's Downhill Jam
Perfect stats
Enter 'IAMBOB' as a code for perfect stats.

4 Valhalla Knights
10 extra Development points
Create a character with a nine-character name to get 10 extra points to add to any stat.

5 Lair
Stable option
Enter 'koelsch' as a case-sensitive code at the cheat menu to unlock the 'Stable' option for all levels at the mission

ON THE DISC
See the Sega Rally review on this month's disc

PLAYSTATION ONLINE

Sega Rally – one of PS3's best online games

Justin Towell

Pub Sega | **Dev** Sega
FYI PS3 | 2007 | PSM3 79%
Sega's classic racing series hits PS3 with a bang. New *Rally* has fully deformable track surfaces, and the stunning next-gen graphics make for an exhilarating arcade racer. It's not as deep as *McRae* but there's no denying the quality of the racing itself. If only more games were as instantly playable

If you ever played *Sega Rally* in the arcade on one of those big link-up machines, you'll have a pretty good idea of what to expect here – close, bumper car-style racing where crashes mean nothing more than a couple of seconds dropped and where overtaking is commonplace. If you're after methodical, strategic racing, this isn't the game for you. If you just want to have fun racing five other people through glorious scenery at ridiculous velocities, push START now.

Getting into a game is as easy as getting into your socks. The PS3 connects in a couple of seconds, then presents you with the usual Quick Race, Custom or Create options. Quick Race provides you with a list of rooms, with an easy-to-digest set-up panel explaining whether AI cars are enabled or if catch-up – which handicaps the leader to give those at the back a chance – is on. If you're any good at the game, you'll want to avoid catch-up. It's infuriating to see your top speed cut back just because you're doing well.

Due to the forgiving nature of the game, not even hyper-aggressive drivers can spoil the fun. Overtaking said fools with a flawless line and watching them shrink in your mirror is priceless.

Smooth as silk

The game is just as smooth online as it is in single-player. It's fast, never slows down and even the track deformation is intact. There is occasionally some lag, but lobbies shows connection status for each player, so you can avoid that. Our advice? Set up your own game and be ruthless with your boot.

Outside of races, you can chat via the on-screen keyboard, and we should give special mention to the Time Attack mode, which features downloadable ghost cars of the best times (if the drivers submitted them). It's a superb addition to *Sega Rally*'s classic Time Attack appeal.

We love *Sega Rally*'s online play – far more than the main game. Definitely worth a look if you have the means. Oh, and that 'arcade' inclination.

ONLINE VERDICT

Lots of players? Plenty – and created games fill up fast
Buy it just for online? Absolutely – it's just as solid and more competitive.

"The track is made up of 6cm-wide triangles for a 'real' furrows effect"

GAMEPLAY Defining moment

Fighting for the lead as you approach one of your favourite corners is worth the price tag alone. Gravel flies, troughs are dug and mud flies. Eat our hi-def dust...

Mini-map
The track map is only really useful for seeing how far behind/ahead you are. You still get the corner icons and co-driver shouting directions at you. What do you mean "easy left *maybe*"? Jesus.

Mirror, mirror on the wall
The mirror is useful, especially in rooms with the demon catch-up is enabled. A good blocking manoeuvre can not only keep your lead, but also blind your opponent with your ass if they're using the first-person view.

Revs
The rev counter. Not only do manual gears offer more control, but careful use of the accelerator's power range on the start line can give you a boost. Squeeze gently, then get ready to dodge the car in front.

CHOICES Get the best...

You'll have fun regardless of what combination of cars, tracks and tyres you care to choose, but here's a look at combos that provide the most slidey-mud excitement. And learn to race expertly with these, and you'll be first past the post more often than not. Probably.

1 Cars

There are cars in each of the three classes, so you needn't be excluded from some rooms just because you haven't unlocked the right tier in the single-player mode yet. That means you get the Toyota Celica and Lancia Delta to play with right away, which will please long-term Sega Rally fans no end. Mind, the Celica is cumbersome and has difficulty cornering at speed. The Ford Escort Cosworth is a good bet as it sticks to the track and is available immediately.

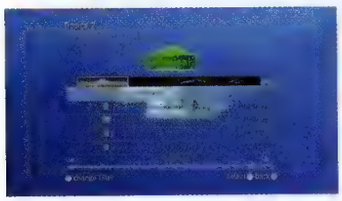
2 Tracks

We'd recommend any of the arctic tracks for multi-player action, as they're very slippy – so there's a good chance your opponents will make as many mistakes as you. Try to avoid super-fast tracks like Safari 1 if you're in a catch-up enabled race as it'll seem painfully slow if you're out in front. If you want the best-looking race, Tropical 1 and 3 are breathtaking – a real showcase of what your PS3 can do while it's playing online. Tropical 2 is great – but you need to learn it properly.

3 Surfaces

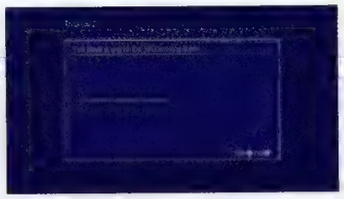
There's just one choice of tyres, but it's an important one. Road tyres are best for acceleration and top speed, but they're not so hot at cornering, especially on loose surfaces. If you're good enough, it might be worth laying down some tyre grooves just off the apex of some of the longer corners, such as the last corner on Canyon 2. This way, when you face it on the last lap, if you should slip outwards, you'll have the extra grip waiting for you. Much easier said than done, though.

SKILLS Time attack



The game has a brilliant Time Attack mode that lets you compete against ghost cars from the fastest players in the world. Let's see...

You've got to pick the right car to be in with a shout. You'll be able to tell if have because the ghost will zoom away if you haven't.

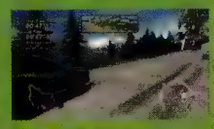


A new top 100 time, eh? Not too shabby. If you don't mind others seeing your driving lines, upload your ghost for others to race against.

Online highlights

1

2



3

4

5

Harshest insult

"I'm gonna give you a five second head start – and I'll still win"

Community service

Test your metal

If you want a real challenge, pick a slower car like the default Subaru Impreza and then take on faster car classes. If you know your lines and can stick to them every time, you'll be in with a chance of winning. Learn the courses, that's our advice.

ON THE DISC
If the rumoured *Deus Ex 3* ever arrives, it'll be on the disc

PLAYSTATION CLASSIC

How Deus Ex is light years ahead of Killzone 2

Andy Kelly

Pub Eidos Interactive
Dev Ion Storm
FYI PS2 | 2002 | PSM2 88%
An action RPG/FPS that redefined just how freeform games could be

Even with its blurry textures, blocky characters and sparse environments, *Deus Ex*'s world is still one of the most realistic and immersive you'll ever inhabit. The quality of the script and the rich, consistent universe created around it transcend aesthetics – the characters could be stick men and you'd still care about them. Levels are saturated with detail - from computer terminals, to books and newspapers, all filled with peripheral detail that brings the world to life – and the characterisation and dialogue are incredibly sophisticated.

The year is 2052 and society is in chaos. A viral pandemic called 'The Grey Death' ravages the cities, international terrorism is an almost constant threat and a rigid class system is causing unrest among the poor. In response, the UN form UNATCO (The United Nations Anti-Terrorist Coalition) and hire special agents to police the world.

Agent under fire

And that's your job. You are JC Denton, an experimental government agent infused with nanomachines that give you superhuman abilities. Terrorists calling themselves The National Secessionist Force have stolen a shipment of Ambrosia – a synthetic cure for The Grey Death given to those deemed vital to the 'social order' – and have taken over the Statue Of Liberty. Cue level one – recover the Ambrosia, clear the statue and capture the NSF leader.

Now in most shooters this is where you'd start strafing with a shotgun, but *Deus Ex* is smarter than that. How you approach the situation depends on the skills and abilities you select for JC at the beginning of the game. If you make him good with stun weapons and lockpicks you could sneak through Liberty Island, climb the statue and capture the commander without killing or altering a single person. Or if you've focused on JC's rifle skills you can skip around the level's periphery silently taking down the enemy. Or if you're feeling particularly inventive, security bots can be re-programmed to turn against their masters, letting you stroll through the front door. It's up to you.

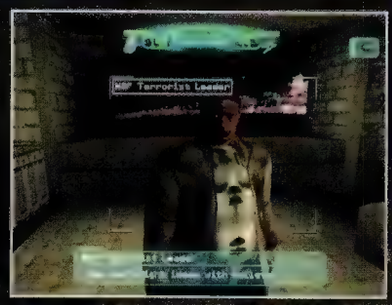
EMAIL PSM3 @
What do you think of *Deus Ex*? Let us know:
psm3@futurenet.co.uk

The defining moment...

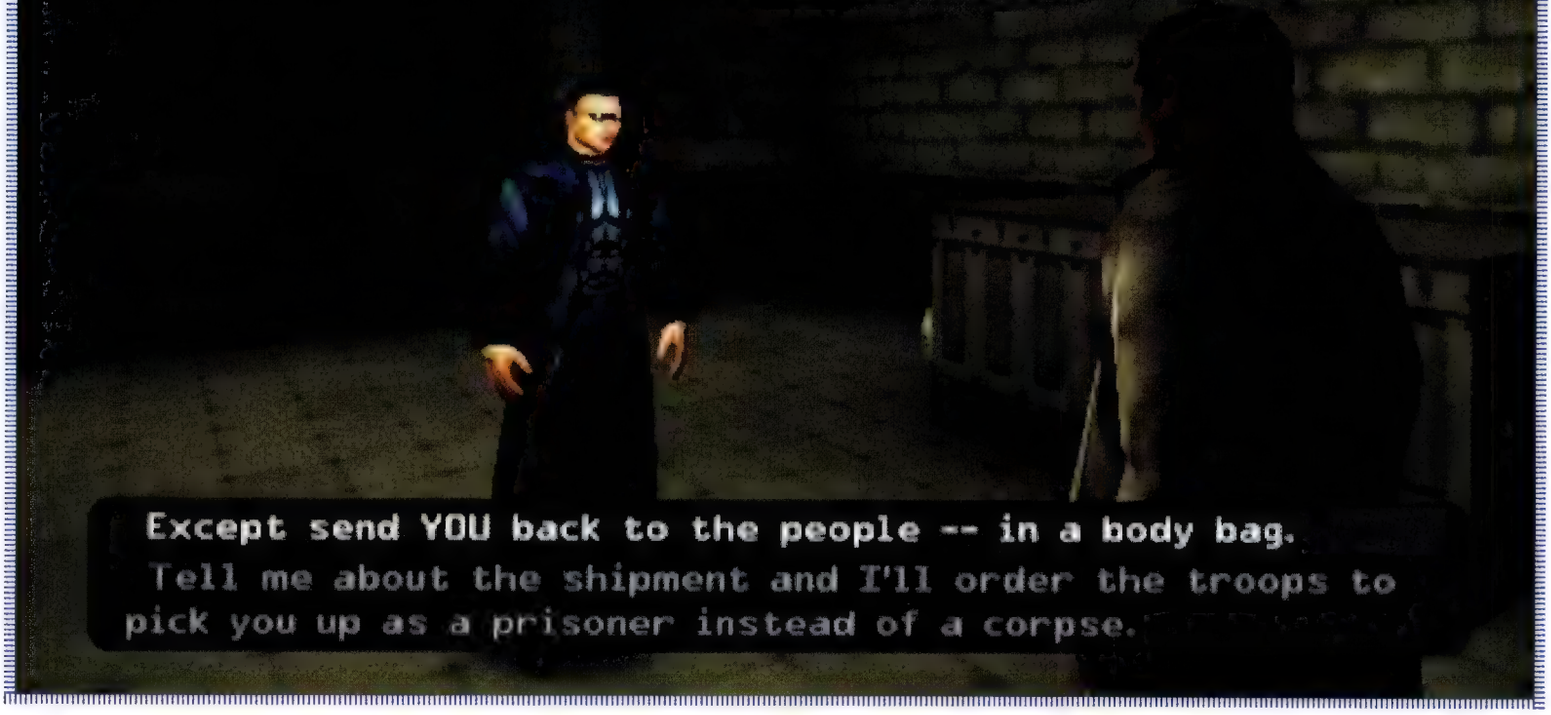
Decision time

Your first big decision takes place at the top of the Statue of Liberty. The NSF terrorist leader is hiding up there and, surprisingly, doesn't put up a fight when you arrive. The shipment of plague-curing Ambrosia you were after has already been sent away and he tells you that, "It's gone back to the people. You're too late. There's nothing you can do." To which JC responds...

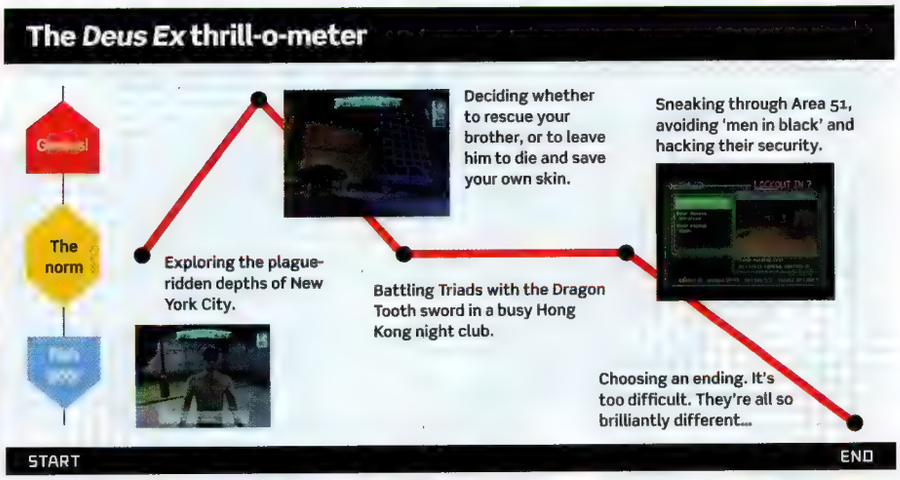
Outcome one Cap the leader, losing vital evidence. Mission complete, but your bosses aren't happy.



Outcome two You have a philosophical debate with the terrorist and earn the respect of your superiors.


Except send YOU back to the people -- in a body bag.
Tell me about the shipment and I'll order the troops to pick you up as a prisoner instead of a corpse.

The *Deus Ex* thrill-o-meter


The norm
Deciding whether to rescue your brother, or to leave him to die and save your own skin.
Sneaking through Area 51, avoiding 'men in black' and hacking their security.
Exploring the plague-ridden depths of New York City.
Battling Triads with the Dragon Tooth sword in a busy Hong Kong night club.
Choosing an ending. It's too difficult. They're all so brilliantly different...
START
END

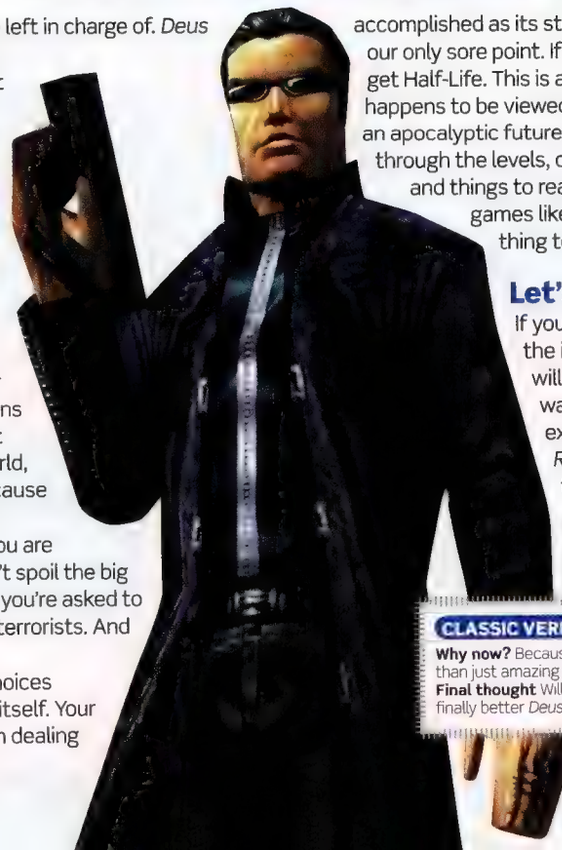
Save point Rescue these hostages in a New York hotel and earn bonus skill points. Or let them die. Whatever.
Former Female Hostage
skill points awarded
Accomplishment Bonus

with hostage situations in New York to working with the Triads in Hong Kong and helping terrorists in Paris. You'll also infiltrate ultra-secure military bases and explore the inner depths of Area 51. It can be as long as a *Final Fantasy* if you explore every inch of the levels and complete numerous side-quests.

The mechanics of *Deus Ex*'s FPS elements are nowhere near as accomplished as its storytelling and level design, but that's our only sore point. If you're after straight-up shooting, get Half-Life. This is a weighty complicated RPG that just happens to be viewed from the first-person and set in an apocalyptic future. The number of things to do, paths through the levels, characters to interact with, dialogue and things to read has yet to be bettered, even by games like *BioShock* which are the nearest thing to *Deus Ex* since... well, *Deus Ex*.

And that's not all you're left in charge of. *Deus Ex* is full of moral choices. Some are small and affect the life of an individual, while others can change the entire course of the game and, in some cases, all of humanity. It's an enormous responsibility, but you soon learn that JC's heavenly initials aren't a coincidence. The fate of the world rests on your shoulders and the decisions you make can bring about positive change in the world, or spell its doom. And because of the writing quality the dilemmas presented to you are *actual* dilemmas. We won't spoil the big ones, but in one instance you're asked to switch sides and join the terrorists. And you can, if you want.

And not only are the choices huge, but so is the game itself. Your adventure takes you from dealing



Let's talk about Ex

If you can get past how dated it looks and the infuriating loading times – and you will – *Deus Ex* is as fresh and unique as it was seven years ago. While we get excited about *Killzone 2* and *Resistance: Fall Of Man*, we'd do well to realise that in comparison to *Deus Ex*, in certain respects they're as primitive as *Pong*.

CLASSIC VERDICT

Why now? Because FPS's are capable of much more than just amazing graphics.
Final thought Will *Fallout 3* be the first game to finally better *Deus Ex*'s moral choice system?

The Top 5

Deus Ex facts

1 You can read an entire book
Chapters of a book called 'The Man Who Was Thursday' are scattered around *Deus Ex*. This is actually a real book, written in 1901 by G.K. Chesterton.

2 The star of the sequel's in it. Sort of
Deus Ex 2's lead character Alex Denton can be found floating in a container in Area 51. That's because all of the Dentons are – spoiler alert – clones.

3 Slam dunk action
If you get the basketball in the net in Hell's Kitchen, a message appears on-screen saying "Sign this guy up for the Knicks!"

4 It's all very highbrow
The title comes from the latin term 'deus ex machina'.

5 Be a pacifist
Because of the amount of non-lethal weapons, it's possible to finish the entire game while killing only three people. Try it for yourself.

Simpsons Game falls foul of censorship

Although GTA is rarely out of the headlines due to its controversial content, the people behind *The Simpsons Game* have claimed that Rockstar aren't best pleased with some of the content in their title. What's upset them, according to Lead Designer Greg Rizzer, are the Grand Theft Scratchy levels. "If we make fun of *GTA*, we're not going to hurt the sales of *GTA*," he said. "But we've definitely had some reactions - we've had to pull stuff from the game." Exactly *which* stuff hasn't been stated, but Grand Theft Scratchy will remain in the game - but minus a few elements, clearly. And reportedly, someone at Rockstar asked for a Grand Theft Scratchy poster to be removed from the Leipzig Games Show. "I don't know who specifically," said Rizzer. "Probably it was a lawyer."

Censorship, eh? What a load of shi- *[censored - Ed]*.

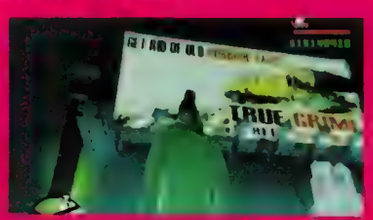
"We've definitely had reactions - we pulled stuff from the game"

Satires in games

Piss-takes of games in other games

Sitar Hero: Another gem from *The Simpsons Game* - original *Guitar Hero* developer Harmonix liked it so much, they asked for a poster.

Sam Scheiffer: A parody of Splinter Cell's Sam Fisher, as seen in *Asterix & Obelix XXL 2*. Comes complete with the infamous green goggles.



True Grime: There's a billboard advertising this urine-extraction of *True Crime*, which you can spot in - erk - *GTA: San Andreas*.

Parodius: A series which owes its entire existence to gently mocking hardcore shooter, *Gradius*. As mental as games get, this.

Girl talk "Eat lead, Nazis! Ooh, is Claire's Accessories still open?"

EQUALITY

MoH destroys the gender divide

Rightly or wrongly, videogames are perceived to be almost-solely the domain of blokes. However, a recent experiment on the effects of gaming on men and women (reported on in the Economist) – conducted on *Medal Of Honor*, of all things – concluded that both the sexes are adept at shooting Nazis point-blank in the face.

Psychologists set up a series of aptitude tests for men and women, and the women were lagging behind – until they were forced to play *Medal Of Honor* for (what you'd think would be a slightly excessive) 10 hours – and the girls' overall test scores caught up with the boys. On the surface this suggests that men and women are equally good at FPS's, but think about it – it means that women are far *better* than blokes. After all, if they were way behind in their overall test scores, but caught up solely thanks to the *MoH* challenge, they must have absolutely creamed on the guys. Not literally.

And hey – both sets of volunteers were tested on *Medal Of Honor* again five months later, and both remained at about the same level as before. So to all the men frustrated that their girlfriends won't even consider a shot on *TimeSplitters* – don't push them. They might turn out to be loads better at it than you, and you really don't want to deal with the embarrassment of that...

EDUCATION

"Buying a game? Got enough GCSEs, sir?"

"Games make kids stupid," is a common cry from those who don't understand videogames in the first place. But these people can take comfort from Brandon Scott, manager of Gamestop in Dallas, Texas, who refuses to sell to kids unless they come in with an adult to confirm that he or she is getting good marks at school. "Kids know how to play *Madden* before they know ABCs and 123s – that's backwards," he says, forgetting that US Football is *far* harder to understand than simple maths. On the plus side, he's offering straight-A students a free game. "Give me your teacher's signature endorsing your grades, and your parent here, and I'll buy you a game," he reckons. Learn your algebra, get *Skate* free? It's a deal. Here are other examples of games helping with the edukashonal process...

1 Get smart...

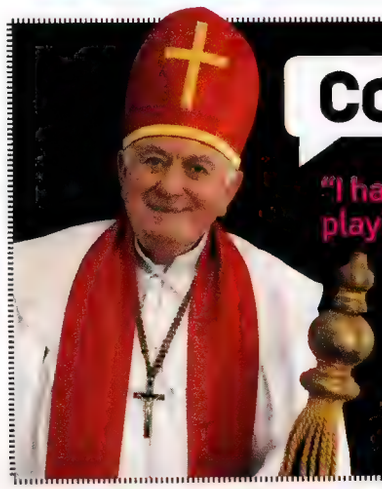
Even NASA love games – they've a system called Smart BrainGames. Basically, they strap a computer to kids' heads, and measure improvements in attention span and "cognitive performance" during play. Check smartbraingames.com for more.

2 Get scientific...

Fancy a game all about – oh, *god* – chemical elements? Florida Uni ran a videogame creation contest, and the winner was *MeChem*, a robot-battling game where victory depended on the chemical properties of your armour. We'll pass on that one, thanks.

3 Get out of school at any cost...

Now this is going back a bit. There was *Lightspan* on PSone, a series of games used to educate kids in a 'fun' way in US schools. Example? You'd be trapped in a pyramid and had to solve complex maths problems to escape. Sound like a good time to you? No, us neither.



Confess!

"I had an 'accident' playing *Silent Hill 2*"

By: Michael Norman, Birmingham

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Tell us thy sin
First, in my defence, I had a dicky tummy anyway, OK?

Getting your excuses in early, eh?
Anyway, I'd been off work – with the tummy problem – and I'd been playing *Silent Hill 2*, with the light off and the curtains drawn to enhance the atmos.

And then what happened?
I'd already been through the town, and even survived my encounter with Pyramid Head. But I was getting a bit creeped out, and my guts were churning. I was in Brookhaven Hospital...

The right place for someone with gut-rot, my son.
True enough. Anyway, I was feeling The Fear really quite badly, and was in the lift, when suddenly the quiz show on the radio screeched into life.

Everyone likes a good quiz. I'm a big fan of Carol Vorderman's Big Brain Game on Sky, me.
I just hadn't been expecting it – and before I could stop myself, my bowels loosened and I... I... crapped myself.

Oh, the shame...
I've given up on scary games now. Can you blame me?

You stinky bast... get out of my confession box!

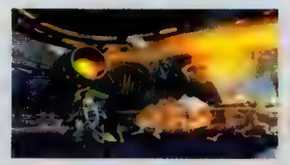
ON THE DISC
Check out the PS3 reviews section for the latest games

PS3 Top Ten

TOP TWO

1 RATCHET AND CLANK FUTURE: TOOLS OF DESTRUCTION

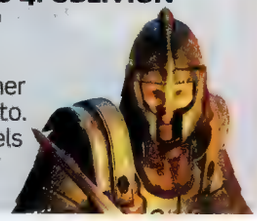
Pub Sony | **Dev** Insomniac | **Web** insomniacgames.com



"Intense, beautiful and accessible. A return to the series' roots and a stellar game indeed. Welcome back, Ratchet."
PSM3 Rating 93%

2 ELDER SCROLLS 4: OBLIVION

Pub Ubisoft | **Dev** Bethesda
Web elderscrolls.com



"An RPG offering an experience that no other PS3 title can lay claim to. It's not perfect, but feels close enough."
PSM3 Rating 93%

THREE TO FIVE

3 SKATE

Pub EA | **Dev** EA Black Box | **Web** ea.com/skate

"The ultimate toy set to flex your imagination. A skater's skate game that *anyone* can enjoy, with near-perfect controls."
PSM3 Rating 91%

4 WARHAWK

Pub Sony | **Dev** Incognito | **Web** us.playstation.com/warhawk

"A masterpiece of balance and design. The jewel in Sony's online crown – the perfect Network showcase."
PSM3 Rating 90%

5 RESISTANCE: FALL OF MAN

Pub Sony | **Dev** Insomniac
Web us.playstation.com

"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 89%

SIX TO EIGHT

6 MOTORSTORM

Pub Sony | **Dev** Evolution
Web motorstorm.com

"Tough, dynamic racing. A blistering thrill ride that makes good on all of PlayStation 3's promises."
PSM3 Rating 88%

7 COLIN MCRAE: DIRT

Pub Codemasters | **Dev** Codemasters | **Web** codemasters.

"Has improvements over the Xbox 360 game, and as a single player experience, *DiRT* is nothing short of brilliant."
PSM3 Rating 88%

8 VIRTUA FIGHTER 5

Pub Sega | **Dev** AM2 | **Web** sega.com/vf5

"Perhaps the best scrapper ever, but *Virtua Fighter 5* is *such* an acquired taste. Still, technically flawless."
PSM3 Rating 87%

NINE TO TEN

9 GHOST RECON 2

Pub Ubisoft | **Dev** Ubisoft
Web ghostrecon.com

"An almost flawlessly conceived and realised war simulator. Xbox port it may be, but it's still top stuff."
PSM3 Rating 86%

10 VIRTUA TENNIS 3

Pub Sega | **Dev** Sumo | **Web** sega.com

"No online play, but still the best multi-player game on PS3. A must-buy for *Virtua Tennis* fans everywhere."
PSM3 Rating 85%

PSM3'S MOST WANTED

BATTLEFIELD: BAD COMPANY

Pub EA **Dev** EA | **Web** ea.com

EA's online shooter looks immense, with unparalleled environmental destruction.

AVOID

MOBILE SUIT GUNDAM: TARGET IN SIGHT

"This is one of the worst games we've played for ages. A disgrace on pretty much every level."
PSM3 Rating 28%

FULL AUTO 2: BATTLELINES

"A budget PlayStation 2 game wearing its big sister's high-definition make-up. Stick to *Burnout*."
PSM3 Rating 36%

FANTASTIC FOUR: RISE OF THE SILVER SURFER

"Dull, uninspired and a complete waste of PS3's power. Fantastic? They're not even adequate."
PSM3 Rating 39%

Out now on Blu-ray Movies for your PS3

KILLER

The Replacement Killers

Stars Chow Yun Fat, Mira Sorvino
Web godamongdirectors.com/woo

Chow Yun Fat's first proper Hollywood flick this one, and so rammed with ludicrous, violent set pieces. Lacks some of the grit of his earlier outings, mind. Hardly any special features either. Boo.

SOPPY

Reign Over Me

Stars Adam Sandler, Don Cheadle
Web sonypictures.com

Don't expect the sort of 'wacky' 'hilarity' you might normally get from Adam Sandler – this is a slightly mawkish tale of two blokes bonding over their respective sadness. Extras? A deleted scene – and a *photo montage*. Is this *really* a good use of Blu-ray? Is it?

MYSTERIOUS

Perfect Stranger

Stars Halle Berry, Bruce Willis
Web sonypictures.com

Berry plays Rowena Price, a woman who suspects ad exec Harrison Hill (Willis) of murderising her best friend. It's a thriller, but one that forgets to be, well, thrilling. Just about passable, though. The only special feature here is a Making Of. How very rubbish.

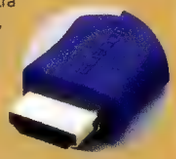
@ **Disagree with our scores?** Mail your angry rants or alternative scores and Top Tens to: psm3@futurenet.co.uk Subject line: "PS3 Top Ten!"

Back issues
Complete your collection!
Ring our hotline on 0870 837 4773

PS3 For Beginners

How to PS3? Read this now

Composite? SCART? HDMI? I'm confused... do I need an expensive TV?
Yes. Anyone running PS3 through a standard def (i.e. old) TV is missing out on just how good games can look. You need a good 16:9 (i.e. widescreen) TV with an HDMI input. That's better than any kind of composite and SCART connection. If it's running at least 1080i/720p, that means that the TV is officially 'hi-def'. PS3 *can* output up to 1080p resolution (i.e. show even more pixels), so you could shell out the extra for a TV that can handle it, but only a few games use 1080p and you can't see the difference unless you set two TVs side by side.



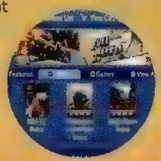
Why is Blu-ray so good?
Blu-ray is the best reason to spring for that 1080p set. All Blu-ray movies play at 1080p – the highest resolution you can get. Do you *need* Blu-ray? That's debatable now that PS3 can 'upscale' (i.e. run at hi-res) your old DVDs. Many 'old' DVDs that were well recorded look superb on PS3, meaning that re-buying your old movies on Blu-ray is a massive waste of cash. Still, in side-by-side comparisons Blu-ray does look sharper than DVD.

How do I connect to the net?
Simply select 'yes' to everything in your Internet Connection (under 'Settings') and PS3 should find the net and be up and running. Any problems, just phone your internet service provider and tell them you've got a PS3 – you'll need to know the primary and secondary DNS numbers they use. Choose 'Manual' rather than 'Auto' and tap these into the settings.

How do I add Friends?
Like any good party, the trick is being invited. Your PS Network ID is the key here. Tell this to a friend and they can send you a Friend Request message from their PS3. The friend request will then appear on your PS3. Simply say 'Yes' and both of you will have icons for each other on your machines. Now sending a message is just a click away, as is the ability to see when their PS3 is switched on and what they're playing.

How do I download stuff from the store?
The PS Store is in your PS3's Network menu. Select this for many free and reasonably priced downloads. We find the best way to keep abreast of what's hot is to check the 'Recent Additions' and 'Top Downloads' charts on the right of the front page. Simply click on them to start the download. Then choose 'Perform In Background' to do other things on your PS3 while they download. Sadly you can't yet play movies or games while downloading, but you can still surf the net without pausing the process.

How do I play music and video on my PS3?
All music and video appears on the Music and Video menus. Simple. Insert a CD and you can rip it to your hard drive from the Music menu. Video is slightly tougher. No, you can't rip DVDs or Blu-rays. Movies have to be in the right (MP4) format to play. These are easily available from the PS Store, or insert PSM3's disc and press △ to see the contents and be given an option to copy them to your hard drive.



High Definition TVs

Revealed: the best TVs for PS3 gaming – to suit any budget

£400 - £700

Toshiba 32WLT68

Looking for a high-def bargain? Toshiba's Regza range are inexpensive (and rumoured to use the same panels as higher priced offerings from Sony). This 32" gives the no-nonsense 1080i/720p performance you need for £650.
Also recommended: 26" Samsung LE26S86BD, £450 and Toshiba 26" Toshiba 26WLT66, £600.

£700 - £1000

Panasonic TX26LXD70

In the low £700 bracket Panasonic reign supreme. Other manufacturers only put their top quality TV-brains inside their 40" plus sets. Not so Panasonic. This 26-incher has the same innards as their top spec machines, so has the best picture and sound of any set this size.
Also recommended: 32" Sony 32V2500, £700 and 42" Philips 42PFL5522, £900.

£1000 - £2000

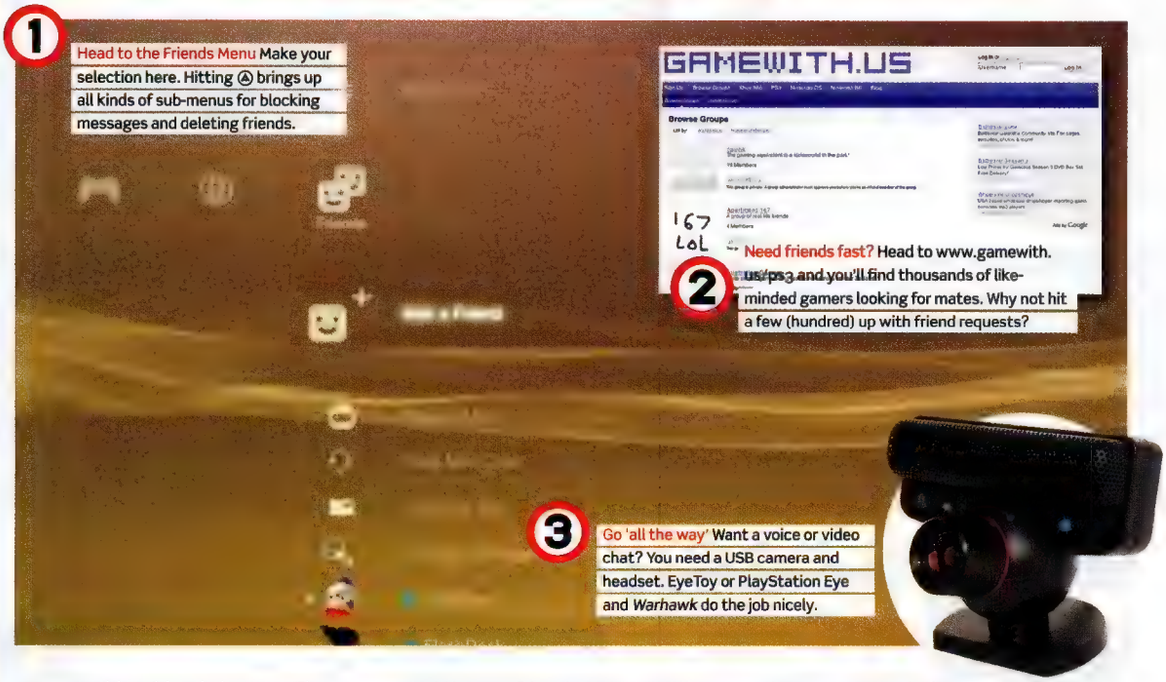
Sony 40W2000

Understanding the hierarchy of Sony's U, P, S, V, W, D and X series TVs is a baffling nightmare. Pick of the bunch has to be the 40" 40W2000 which gives full 1080p (the best image you can get) for around £1050.
Also recommended: 40" Samsung LE40M86BDX £1000 and 42" Pioneer Kuro PDP 5080XD, £2000.

@ Tech-tips Send us your tech questions and tips. Email: psm3@futurenet.co.uk Subject line: "Tech Tips!"

XMB In-Depth: Add Friends

Make new friends, then stalk them with voice and video chat

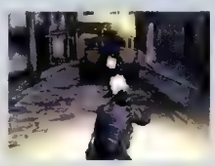
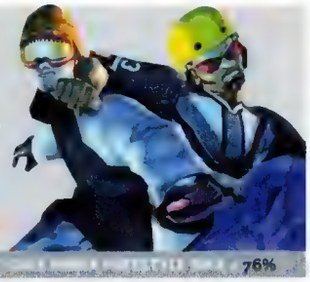

1
Head to the Friends Menu Make your selection here. Hitting Ⓐ brings up all kinds of sub-menus for blocking messages and deleting friends.
GAMEWITH.US
Browse Groups
2
Need friends fast? Head to www.gamewith.us/ps3 and you'll find thousands of like-minded gamers looking for mates. Why not hit a few (hundred) up with friend requests?
3
Go 'all the way' Want a voice or video chat? You need a USB camera and headset. EyeToy or PlayStation Eye and Warhawk do the job nicely.

Making friends is easy. The only thing you need is their PS3 user name. Click on Add A Friend on the Friends menu and enter their user name. When they get your request they can say 'yes', or 'no' and icons for each other will appear on your Friends menu. Taken a shine to someone you've played against online? They'll be in your Players Met menu. Select a new friend to be and send them a friend request. Want to make loads of new friends fast? Go to www.gamewith.us/ps3 to find thousands of names to pal up with.

Once you've got some Friends you can see if their PS3 is turned on and what game their playing (look at their name in your Friends list – blue dot means 'on' with the game name below). You can also send them messages (which will make a little box pop onto their screen if their PS3 is turned on at the time of sending). More exciting is the possibility of voice or video chat with a Friend. Firstly you need a USB headset and/or a USB camera. Send a request for a voice or video chat (using Start New Chat under Friends). When they get the message they can 'accept' video or voice chat and the chat window will open on your PS3.

ON THE DISC
Want to see the latest PS2 games rated? Go here

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
SURVIVAL HORROR	**RESIDENT EVIL 4** **Pub** Capcom | **Dev** Capcom | **Web** capcom.com/resevil4 "Every second of play feels polished to perfection, like a game that's been playtested for hours on end." **PSM3 Rating** 97% 	**THE SILENT HILL COLLECTION** **Pub** Konami | **Dev** Konami **Web** silenthillheaven.com "Hours of quality adventuring and, if you're after scares, there's nothing else quite like it." **PSM3 Rating** 89% 	**COLD FEAR** **Pub** Ubisoft | **Dev** Darkworks **Web** coldfeargame.com "Waves tear over the side of the ship, splattering the camera. It looks magnificent." **PSM3 Rating** 83%
	80%	80%	81%	82%	86%
ONLINE	**METAL GEAR SOLID 3: SUBSISTENCE** **Pub** Konami | **Dev** Konami **Web** konami.com "One of the best games ever, with excellent online options. Go get it." **PSM3 Rating** 93% 	**SOCOM 2: US NAVY SEALS** **Pub** SCEA | **Dev** Zipper | **Web** socom2.playstation.com "*SOCOM 2* is immersive, dramatic, exciting, detailed and absolutely worth hooking up to broadband for." **PSM3 Rating** 92% 	**PRO EVOLUTION SOCCER 5** **Pub** Konami | **Dev** Konami | **Web** pesfan.com "Eminently playable, ridiculously detailed, horribly addictive, and even better than the real thing." **PSM3 Rating** 93%
	70%	90%	82%	80%
EXTREME SPORTS	**SSX TRICKY** **Pub** EA | **Dev** EA | **Web** easportsbig..com "Edgy, funky, cool with outrageously compulsive gameplay and riotous effects. On the verge of perfection." **PSM3 Rating** 95% 	**TONY HAWK'S PRO SKATER 3** **Pub** Activision | **Dev** Neversoft | **Web** planettonyhawk.com "The greatest skater on PS2. Urban and instantly accessible, sparking online play and a pile of staggering surprises." **PSM3 Rating** 96% 	**SSX 3** **Pub** EA | **Dev** EA **Web** easportsbig.com "A gleeful kinetic rush, twinning ace controls to excellent graphics." **PSM3 Rating** 94% 
	89%	86%	83%	80%	76%
BEAT-'EM-UPS	**SOUL CALIBUR II** **Pub** Namco | **Dev** Namco | **Web** soulcalibur.com "You can pull off highly impressive moves without memorising long sequences. A great fighting game." **PSM3 Rating** 93% 	**TEKKEN 5** **Pub** Namco | **Dev** Namco | **Web** tekken5.namco.com "It's faster. It's nastier. It's 'blink-when-you're hit' gruesome stuff where you pay big for mistakes." **PSM3 Rating** 91% 	**HYPER STREET FIGHTER 2** **Pub** Capcom | **Dev** Capcom | **Web** capcom.com "Every button press has an effect, every risk brings glorious reward or ignominious failure." **PSM3 Rating** 89%
	87%	80%	87%	86%	85%

The name's Bond... And these are some of his PS2 highlights

FIRE ALARM

Agent Under Fire

Pub EA | **Dev** EA | **Web** ea.com

Shooting bits created with the *Quake 3* engine, plus driving sections put together by the *Need For Speed* team. Pretty good, if somewhat dated now, with a crap multi-player and controls that meant that some of PSM3 found it totally unplayable. Hey ho.

PSM3 Rating 88%

THE THIRD PLACE

Everything Or Nothing

Pub EA | **Dev** EA | **Web** ea.com

It was the first Bond EA to play in third-person rather than first, meaning you could actually see Bond himself – and it was all the better for it. Patchy graphics and some shallow gameplay spoiled it a little, but not too much.

PSM3 Rating 77%

RUSSIA HOUR

From Russia With Love

Pub EA | **Dev** EA | **Web** ea.com

Also known as 'the one everyone expected to be a right load of old kidneys, but was actually OK'. That it was decent despite the presence of Natasha Bedingfield and *Bond on a jet pack* is testament to a surprisingly solid game engine.

PSM3 Rating 69%

@ **Disagree with our choices?** Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

Subscribe
Don't miss another issue!
Ring our hotline on 0880 837 4722

Why didn't anyone buy...?

They released it... No one bought it. We explain

Heroes Of The Pacific

Pub Codemasters | **Dev** IR Gurus
Web heroesofthepacific.com

A lot of people hear the words 'plane sim' and immediately think of the ultra-spoddy *Microsoft Flight Simulator* on PC. If they don't recall that, then it's *Ace Combat*, the only 'famous' flight game on PS2. *Heroes Of The Pacific*, being a low-key entry in a not terribly popular genre, slipped under many wannabe pilots' radars entirely.

Far more arcade shooter than heavy-going sim – although it included (sigh) the ability to 'mod' your plane – *HOTP* was a wartime blaster that took place in the skies above – yes – the Pacific. And it was a game built on its pace, and truly came into its own when you were taking out ground-based targets. You'd dive down to Earth and hurtle along at speeds to make a cheetah on rollerblades envious, taking out any targets – boats, tanks, whatever – that got in your way, be they on sea or on land. Dogfighting was exciting too, but that lacked quite the same sensation of speed – you were high in the air, after all, with no scenery whooshing past to indicate velocity. You could also dish out tactical commands to your squad via the D-pad, although the effect this had on the game was somewhat minimal.

HOTP got a bit samey after a while, but it was a blast while it lasted – and far more fun than Codies' recent other plane game, *Heatseeker*. Go and check it out for yourselves.

EMAIL PSM3 @
Want to champion a game here? Let us know.
psm3@futurenet.co.uk

PlayStation 3 Top 20

This month's big retail winners and losers

01	NEW	**Heavenly Sword**	Sony **Reviewed** PSM93 65%
02	NEW	**Colin McRae: DiRT**	Codemasters **Reviewed** PSM92 88%
03	(01)	**Resistance: Fall Of Man**	Sony **Reviewed** PSM86 89%
04	(02)	**MotorStorm**	Sony **Reviewed** PSM86 88%
05	NEW	**Ghost Recon Advanced Warfighter 2**	Eidos **Reviewed** PSM91 86%
06	(03)	**F1: Championship Edition**	Sony **Reviewed** PSM86 50%
07	(12)	**Virtua Tennis 3**	Sega **Reviewed** PSM86 85%
08	(09)	**Ridge Racer 7**	Sony **Reviewed** PSM86 79%
09	(05)	**Rainbow Six Vegas**	Ubisoft **Reviewed** PSM90 76%
10	(08)	**Ninja Gaiden Sigma**	Eidos **Reviewed** PSM90 80%
11	(19)	**F.E.A.R.**	Sierra **Reviewed** PSM86 72%
12	(06)	**The Darkness**	Take Two **Reviewed** PSM90 71%
13	(10)	**Elder Scrolls IV: Oblivion**	Ubisoft **Reviewed** PSM87 93%
14	(16)	**Need For Speed Carbon**	EA **Reviewed** PSM86 58%
15	(07)	**Fight Night Round 3**	EA **Reviewed** PSM86 78%
16	(14)	**Genji: Days Of The Blade**	Sony **Reviewed** PSM86 60%
17	(13)	**Call Of Duty 3**	Activision **Reviewed** PSM86 82%
18	(04)	**Transformers**	Activision **Reviewed** PSM91 52%
19	(18)	**POTC: At World's End**	Disney **Reviewed** PSM89 55%
20	(15)	**Virtua Fighter 5**	Sega **Reviewed** PSM86 87%

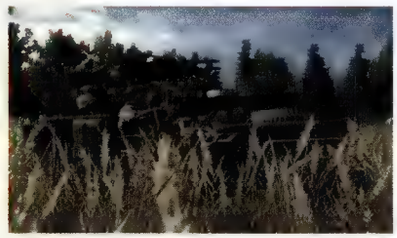
Want it?
Tick it!

Hospital sword

You shouldn't all be rushing out to buy this, you know – it's only 5% better than *Genji*, after all. Roll on *God Of War* on PS3, then...

Six appeal

Doing solid business, *Rainbow Six* – it's a slick enough shooter, after all. Very popular online, too – look out for an online review in a future issue.



Duty still calling

Call Of Duty 3 continues to sell, but it looks set to be blown out of the trenches by *CoD4* – we'll have the definitive verdict on that next time.

979,800

The combined PS2 and PS3 sales of *Madden 08* in August in the USA. We have *PES*, the US has *Madden*.

You're playing...

Dan Wood
Dan's sticking firmly with the first wave of PS3 games.

1 **Resistance** "Not long had a PS3 and this game looks amazing. Good graphics, excellent weapons, top fun."
2 **Ridge Racer 7** "Really fun game... love the drifting round corners."
3 **Tony Hawk's Project 8** "The *TH* series is amazing – it gets better. I stay up all night to play this."

We're playing...

Nathan Irvine
Drinking: neither big, hard, nor clever. Like Nathan, in fact.

1 **PES 2008** "The most addictive game on PS3 is providing my lunch hours with plenty of goals."
2 **MGS2** "When it's not babbling on about the 'la-li-lu-le-lo' it's a stunning game."
3 **Everybody's Golf 5** "A simple stress-reliever with beautiful looks an uncomplicated gameplay."

They're playing...

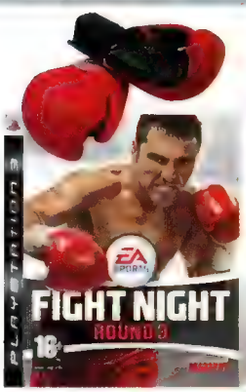
Kudo Tsunoda
The general manager of EA Chicago likes his brutal violence.

1 **Rainbow Six Vegas** "You get to shoot people... of course I am playing it."
2 **Ninja Gaiden Sigma** "You get to slice through people... of course I am playing it."
3 **Spider-Man 3** "Not my favourite one to play, but I am working on the next great Marvel game."

ON THE DISC
See what PS3 is capable of on your free DVD

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
PUZZLERS	**LOCOROCO** **Pub** SCEI	**Dev** SCEI	**Web** locoroco.com "Guide your grinning sphere through various lands. Odd, entertaining and the happiest game there is on PSP." **PSM3 Rating** 93%	**LUMINES 2** **Pub** Buena Vista	**Dev** Q	**Web** lumines2thegame.com "Games like this are what your PSP was made for. Hypnotic puzzle action that you'll play for ages. Just great." **PSM3 Rating** 92%	**CRUSH** **Pub** Sega	**Dev** Kuju	**Web** sega.com "At any moment, you can crush the game into 2D. Dozens of configurations to be packed together." **PSM3 Rating** 90%
	84%	79%	78%	78%	77%	85%	82%	70%
WI-FI	**VIRTUA TENNIS WORLD TOUR** **Pub** Sega	**Dev** Sumo Digital **Web** sega.com "*Virtua Tennis* experts will demolish you with shots you wouldn't believe, leaving you swearing like McEnroe." **PSM3 Rating** 91%	**BURNOUT LEGENDS** **Pub** EA	**Dev** Team Fusion **Web** ea.com "If you want a fast, fun racer with great online play, then this is it. It's got loads to do." **PSM3 Rating** 92%	**SOCOM: FIRETEAM BRAVO** **Pub** SCEE	**Dev** Zipper	**Web** socom-game.com "An awesome online mode lets you boss the virtual war zone with a group of your mates. Terrific, really." **PSM3 Rating** 83%
	84%	82%	81%	84%	80%	83%		
FOOTBALL	**FM HANDHELD 2007** **Pub** Sega	**Dev** Sports Interactive **Web** sigames.com "Takes last year's version and builds on its success. Exceeds expectations and stands up tall." **PSM3 Rating** 86%	**PRO EVOLUTION SOCCER 6** **Pub** Konami	**Dev** Konami	**Web** pesfan.com "By no means perfect, but *PES6* is essential for fans of the series. More than enough reason to take PSP on a journey." **PSM3 Rating** 84%	**FIFA '06** **Pub** EA	**Dev** EA **Web** easports..com/games/fifa06 "The camera works well, the atmosphere is realistic and the Season mode provides great depth. Smart." **PSM3 Rating** 81%
	79%	78%						
OGOBALL	**GITAROO MAN LIVES!** **Pub** Koei	**Dev** Koei	**Web** koei.co.uk "A rhythm action game with all the visual flair of a Japanese anime and the most eclectic soundtrack ever." **PSM3 Rating** 90%	**HARVEST MOON: INNOCENT LIFE** **Pub** 505 Game Street	**Dev** Arte Piazza **Web** hmfarm.com "Till land, sow seeds, water crops... discover what it means to feel love through the nurturing of pumpkins." **PSM3 Rating** 85%	**EVERY EXTEND EXTRA** **Pub** Q Entertainment	**Dev** Bandai **Web** everyextendextra.com "You play a bomb. Blow up everything in your radius and get combos for massive points. Very good indeed." **PSM3 Rating** 83%
	65%	72%	81%	75%				



It's a knockout Some of PlayStation's finest pugilism sims

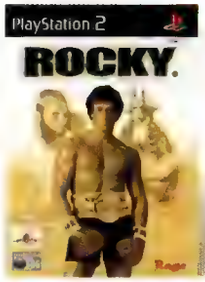
SHINY

Fight Night Round 3

Pub EA | **Dev** EA | **Web** ea.com

If you like looking at sweaty, glistening men, this is definitely for you. Seriously, this is still one of the best examples of PS3's power yet, and it plays a decent – if overly-familiar – game too.

PSM3 Rating 78%



EXCITING

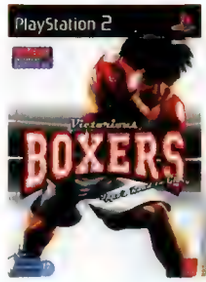
Rocky

Pub Rage | **Dev** Rage

Web rocky.ubi.com

A game that blinds you to its flaws by the power of its license. You'll overlook the slightly basic fighting engine because of the sheer thrill of actually 'being' Rocky. And there's nothing like *that* theme tune to get your adrenaline pumping.

PSM3 Rating 84%



CARTOONY

Victorious Boxers

Pub Empire | **Dev** Kodansha

Web empiregames.co.uk

A manga-style boxing game, you say? We'd be sold on that promise alone, but *Victorious Boxers* looks hide a pretty decent game engine, with a two-player mode that's little short of a riot. Worth wading through the bargain bins for.

PSM3 Rating 80%

@ **Disagree with our choices?** Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

Nice Apps

Trick up your console

£15

In charge

App USB-compatible PSP charger
Web amazon.com

Yep, it's yet another way to charge your PSP. Whatever happened to simply plugging it into the wall, eh? Anyway, this will work with either older PSP's, or the new Slim model. Simply plug one end into your handheld and the other into your PS3, laptop or other USB-equipped device and you're set. You don't even have to turn on your PSP for it to work, which might come in handy. There's also a retractable cable, which starts out at a length of five inches, but can expand all the way to 32. We could make a joke about 'things that expand hugely' round about now, but we won't bother.

Sing it loud

App USB microphone
Web logitech.com

If you've recently invested in a copy of SingStar for your PS3, you might be wanting some more microphones to play it with, in which case you could do worse than take a look at this. It's the Logitech Vantage – a USB mic, with a 4.5 metre lead, and is perfect for you to holler your tuneless renderings of Losing My Religion into. Whether your feel like you need another mic, we're not sure – there's nothing particularly wrong with the ones provided with SingStar – but these ones are a little sexier-looking. Obviously an important factor – you need all the help you can get to look good while bellowing Monster, drunk, at 2am.

£20

Lying down

App Horizontal PS3 storage unit
Web madcatz.com

It's a 17 by 11-inch storage box for your PS3 that allows you to store it horizontally underneath your telly, as opposed to having it standing up next to it like some imposing black plastic sentry. You can store your game boxes in the slots at the top of the unit as well, and there's space to keep all your controllers, wires and other bits and pieces. Not bad for a tenner.

£10

Box of tricks **Keep your PS3 all tidy.**

Early Warning System

Your PlayStation release schedule

Game	Publisher	Out	Format	Want it? Tick it!
Pro Evolution Soccer 2008	Konami	Oct 26	PS3	☐
Clive Barker's Jericho	Codemasters	Oct 26	PS3	☐
NHL 2K8	2K Sports	Oct 26	PS3	☐
NBA 2K8	2K Sports	Oct 26	PS3	☐
Stranglehold	Midway	Oct 26	PS3	☐
Crash Of The Titans	Sierra	Oct 26	PS2	☐
The Eye Of Judgement	Sony	Oct 26	PS3	☐
WipEout Pulse	Sony	Oct 26	PSP	☐
Juiced 2: Hot Import Nights	THQ	Oct 26	PS3	☐
Bladestorm	Sony	Nov 2	PS2	☐
Call Of Duty 4		Nov 9		☐
Lego Star Wars: The Complete Saga	Eidos	Nov 9	PS3	☐
WWE Smackdown Vs Raw 2008	THQ	Nov 9	PS3	☐
Lair	Sony	Nov 9	PS3	☐
Ratchet & Clank: Tools Of Destruction	Sony	Nov 9	PS3	☐
International Cricket Captain 3	Empire	Nov 9	PSP	☐
The Simpsons Game	EA	Nov 16	PS3	☐
Half-Life 2: The Orange Box	EA	Nov 23	PS2	☐
Kane & Lynch: Dead Men	Eidos	Nov 23	PS2	☐
Need For Speed ProStreet	EA	Nov 23	PS3	☐
Blazing Angels 2	Ubisoft	Nov 23	PS3	☐
Uncharted: Drake's Fortune	Sony	Nov 30	PS3	☐
Haze	Ubisoft	Nov 30	PS3	☐
Beowulf		Nov 30	PS3	☐
Dark Sector	D3P	Nov 30	PS3	☐
Tony Hawk's Proving Ground	Activision	Nov 30	PS3	☐
Area 51: Blacksite	Midway	Nov 30	PS3	☐
Time Crisis 4	Namco	Nov 30	PS3	☐
Army Of Two	EA	Nov 30	PS3	☐
Assassin's Creed	Ubisoft	Nov 30	PS3	☐
SingStar	Sony	Nov 30	PS3	☐
Brothers In Arms: Hell's Highway	Ubisoft	Nov 30	PS3	☐
The Golden Compass	Sega	Dec 7	PS3	☐
Medal Of Honor: Airborne	EA	Dec 7	PS3	☐
Alone In The Dark	Atari	Dec 7	PS3	☐
Lost	Ubisoft	Jan 25	PS3	☐
Turning Point: Fall Of Liberty	Codemasters	Jan 25	PS3	☐
Blacksite: Area 51	Midway	Jan 25	PS3	☐
Battlefield: Bad Company	EA	Feb 1	PS3	☐
Devil May Cry 4	Capcom	Feb 29	PS3	☐

Caution: all release dates are accurate at time of press but liable to arbitrary change

Call Of Duty 4

We've played quite a bit of this modern-day sequel, and so far it's pretty stunning. We'll have the review for you next month.

Beowulf

It looks tremendously like *God Of War*, but we're hoping that Beowulf has its own identity. We'll test its hack-and-slash gameplay real soon.

Alone In The Dark

With *Silent Hill* and *Resi* a way off, we're relying on this for our scares. It'll be written by Lorenzo Carcatera, who scribed the De Niro flick, Sleepers. We'll see.

eBay Going, Going, Gone PlayStation auction action

Crash stunt cycle set

We used to hate Crash, but now we like him since he (read: a man in a Crash outfit) turned up at the office handing out ice-cream. To celebrate, we're showing off his stunt set. Put him on a bike and send him off ramps, BREAKING HIS LIMBS! TAKE THAT! Ah. Knew it couldn't last. Sorry, Crash, we still utterly hate you. Thanks a lot for the Mivvis, though.

Sold $8.85 **Original Price** $8.85
Profit Zero

Jill Valentine beret

The thing with berets is that no-one wears them any more. Not even the French. Jill Valentine from *Resi* still flies the beret flag, though, and looks darn stylish doing so. If *you* wore this cap, mind, you'd look like a cretin. Jill, though, carries it off with – cough – 'sass', and that's why the zombies *respect* her. When they're not tearing her face away from her skull, that is.

Sold $9.90 **Original Price** $9.90
Profit Zilch

Canis Canem Edit marbles

Many people accuse us of having lost our marbles, but... no, we can't be arsed to say it. Anyway, these are some *Canis* marbles, with the game logo and skulls emblazoned across them, and they come in a nice velvet bag. Pretty lovely – 'marble'ous, in fact – all in all, although not as good as the *Canis Canem Edit* skateboard we've got in the office. So there.

Sold $0.99 **Original Price** $0.99
Profit Zip

dbm play

How To Order:

Txt Item Code To 80155*

e.g. Txt 256565 To 80155*

Txt IRE Space Code To 57856

*See T&C below for item pricing

NO SUBSCRIPTIONS!

bestselling games

254812

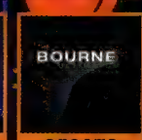
259635

251455

250547

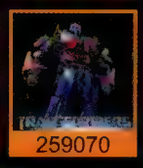
250904

250858



259872

255200


259070

256945

256913

250510

254720

250389

259178

254546

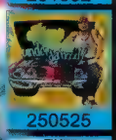
sport & racing

259177

251632

251238

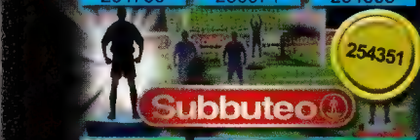
250390


250525

254766

250974

254565



254351

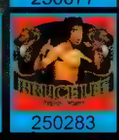
250077

256995

250282

250732

255745



250283

251096

£3 offer!

To order this game:
Txt PLAY 255736 to 80155

CAN'T FIND WHAT UR LOOKING 4?

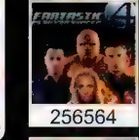
Visit our Wapsite 4 100's More titles from £4.50!

txt PLAYER to 80155

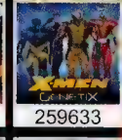
action

256564

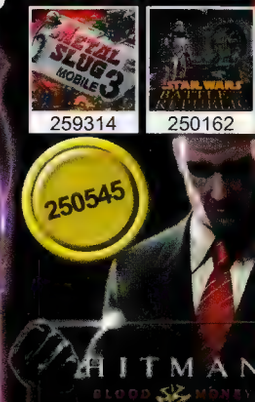
259633



259314

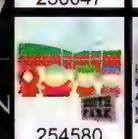


250162



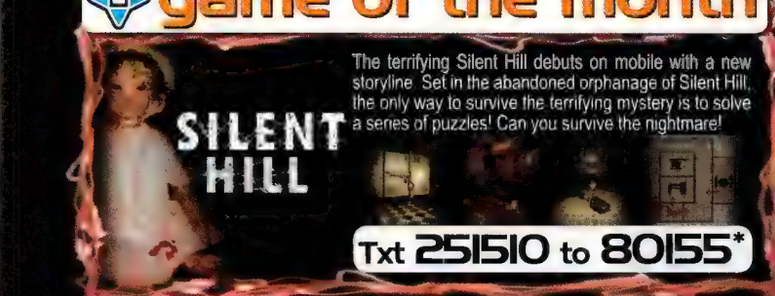
250047

250159


254580

255429

game of the month



The terrifying Silent Hill debuts on mobile with a new storyline. Set in the abandoned orphanage of Silent Hill, the only way to survive the terrifying mystery is to solve a series of puzzles! Can you survive the nightmare!

Txt 251510 to 80155*

sexy games

251225

256566

250640

259316

256804

256996

255740

256567

TERMS & CONDITIONS: 80155 & 57856 is for aged 16+. *Standard Games cost £6 (€8). After Hours Strippers £3 Offer costs £3 (€4), Charges sent in denominations of £1.50 (€2). You will be sent a WAP link to download your item and an additional network charge may be incurred. Wap/ GPRS Required. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset, for delayed or distorted content delivery or for handsets without enough memory. GAME COMPATIBILITY: Please contact us on +44 (0)871 200 3193 to check game compatibility as responsibility cannot be accepted for games ordered that are not compatible. CANT FIND WHAT UR LOOKING 4? WAPSITE: A network charge maybe incurred from your provider during connection. Prices correct at time of going to print. We reserve the right to alter pricing at any time. K2 Media or its associated companies may contact you by SMS with the latest promotions and products. dbm is a Trade Mark of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Live standard rate support line available 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

© SEGA. All Rights Reserved. All Rights Reserved. Produced and published by glu mobile under license from Atari. PAC-MAN © 1980-2001 NBGI. (c) 2007 THQ Wireless Inc. Worms (c) 2007 Team 17 Software. Worms and Team 17 Software are trademarks and/or registered trademarks of Team 17 Software Limited. Original concept by Andy Davidson. Developed by Rockpool Games Ltd. Rockpool and it's logo are trademarks of Rockpool Games Ltd. THQ, THQ Wireless and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks logos and copyrights are property of their respective owners. HASBRO and its logo, TRANSFORMERS, the logo and all related characters are trademarks of Hasbro and are used with permission. (c) 2007 Hasbro. All Rights Reserved. (c) 2007 DreamWorks LLC and Paramount Pictures Corporation (p) 2007 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Games Studios logo, Age of Empires and Ensemble Studios are trademarks of the Microsoft group of companies. Reflum ©2006 Pingnoss Limited. Lemmings is a trademark of Pingnoss Ltd. All rights reserved. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2006 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and/or TM as indicated. All rights reserved. © TT Games Publishing Ltd. 2006. Published by THQ Wireless and TT Games under license from the LEGO Group. LEGO, the LEGO logo and Minifigure are trademarks of theirsont des marques de commerce deson marcas registradas de LEGO Group ©2006 The LEGO Group. All rights reserved. THQ, THQ Wireless and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM & © 2007 MARVEL. © 2007 Fox Spider-Man and all related characters. TM & © 2007 Marvel Characters, Inc. Spider-Man 3, the Movie: © 2007 Columbia Pictures Industries, Inc. All rights reserved. Portions of Spider-Man 3, the mobile action game are © 2007 Sony Online Entertainment LLC. SOE and the SOE logo are registered trademarks of Sony Online Entertainment LLC. All rights reserved. Worms (c) 2004 Team17 Software. Worms and Team17Software are registered or trademarks of Team17 Software Limited. Original Concept Andy Davidson. Published by THQ Wireless S.a.r.l. THQ Wireless S.a.r.l. and its logo are trademarks of THQ Wireless Inc. All rights reserved. All other trademarks, logos, and copyrights are property of their respective owners. THQ, THQ Wireless, Mactao and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. The HASBRO and Monopoly names and logos. MONOPOLY TYCOON the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character as well as each of the distinctive elements of the board & playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 2006 Hasbro. All Rights Reserved. © 2006 THQ Wireless Inc. THQ, THQ Wireless, Juiced, Juice Games and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. © 2006 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks of Activision Publishing, Inc. All rights reserved. ™ & © 2006 Hands-On Mobile, Inc. All rights reserved. Scarface TM & © Universal. © Living Mobile Scarface is a trademark and copyright of Universal Studios. Licensed by Universal Studios ...icensing LLLP. All Rights Reserved. © Living Mobile

MOBILE MAYHEM

TO DOWNLOAD ANY OF OUR WALLPAPERS, TONES, & GAMES TXT THE...

ITEMCODE to 69944 eg.PX60307

Join Mobile Mayhem Club for £3 per week (All items require a WAP enabled handset)

GAMES, WALLPAPERS AND MORE IN OUR MOBILE CLUB

PORN ANIMATIONS

NAUGHTY VIDS

STAR GAME

GAMES

Leisure Suit Larry - Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc. World Series of Poker®, WSOP and related designs are trademarks of Harrah's License Company

Mobile Mayhem is a subscription service offering tones, wallpapers & animations for £3 per week until you send STOP to 69944. *Naked Celebrity is a subscription club charged at £3 every four days. Images downloaded through the service are unofficial and have not been endorsed by any celebrity featured in them. The images are for entertainment purposes only and have been digitally altered. Images are comprised of the heads of celebrities and the bodies are those of parties unrelated to the celebrities depicted in the images. Text STOP to 69944 to stop your service. Over 18 only. All products require a WAP enabled handset. Customers will also incur normal operator sms and wap charges. 18+ For customer support - email help@blingmob.com or call 0870 063 1182 (Weekdays, 9am to 5pm) or post - BLiNG!Mob BCM Box 2952 London WC1N 3XX.

VIDEOGAME CULTURE

EDGE®

NINTENDO | SONY | MICROSOFT | PC | PORTABLE | COIN-OP | SET-TOP | ONLINE

HALO 3
REVIEWED: THE BIGGEST GAME OF 2007

VALVE
UNLOCKING THE GENIUS OF THE ORANGE BOX

PLAYSTATION EYE GAMING
FIRST TITLES ON TEST

ROCK BAND

THE KIT, THE ACTS AND THE TRACKS: HOW HARMONIX MADE THE BEST MUSIC GAME EVER (!!!)

ARCADE'S REVENGE
AND THE FUTURE OF THE COIN-OP INDUSTRY

PREVIEWED FAR CRY 2 **SPORE** ALONE IN THE DARK **KANE & LYNCH** RATCHET & CLANK FUTURE **SPEEDBALL 2**
REVIEWED METROID PRIME 3 **PGR4** SEGA RALLY **SKATE** JOHN WOO'S STRANGLEHOLD **LAIR** QUAKE WARS

ISSUE 181 ON SALE NOW

Save up to 40%

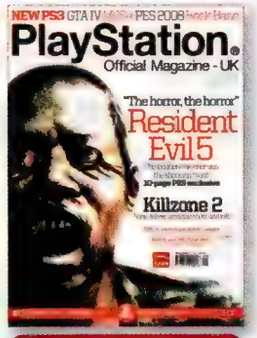
on the perfect gift for Christmas!

Save 40%
£31.12 - 13 issues

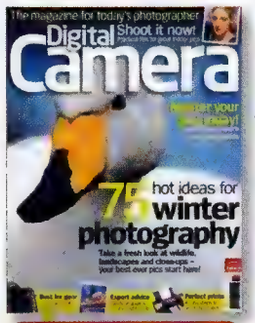
Save 40%
£29.64 - 13 issues

Save 35%
£31.27 - 13 issues

Save 40%
£38.92 - 13 issues



Save 40%
£46.60 - 13 issues



Save 30%
£36.31 - 13 issues

Save 35%
£33.72 - 13 issues

Save 40%
£30.03 - 13 issues

Save 35%
£29.58 - 13 issues

Save 40%
£33.15 - 13 issues

Give a magazine subscription this Christmas!

A subscription makes the ideal gift bringing information and entertainment to your chosen recipient each and every month, throughout the year. Choose from any of the magazines above or go online and choose from over 70 magazines!

Special Christmas offer!

- ☑ A perfect Christmas present they can enjoy throughout the year
- ☑ Convenient and free home delivery every month
- ☑ Plus a free gift card you can personalise to announce your gift

Don't delay, order your gift subscription today!

www.myfavouritemagazines.co.uk/christmas
To access this special offer site, you must enter code **37XX**

0870 837 4722
Quote **37XX**, lines open Mon to Fri 8am-9.30pm and Sat 8am-4pm

PlayStation®
Official Magazine - UK

TWO GIFTS INSIDE! BLU-RAY DISC & PS3 CLOTH*
PlayStation®
Official Magazine - UK
Issue 012 December 2007 £5.99
eu.playstation.com
*Just got a PS3?
Get all this in the box
1 Blu-ray demo disc with 17 PS3 games
2 Microfibre cleaning cloth*
3 Official PlayStation Magazine UK
PS3 FOR £299
CALL OF DUTY 4
PS3 game of the year
Exclusive review
MGS4 rocks!
Saints Row 2 revealed
Where are the 1080p games?
Ratchet & Clank reviewed
Ferrari Challenge hands-on
Afrika gets even weirder
Yakuza 3 first look
15
IN THIS BOX 17 PS3 GAMES ON THE BLU-R

The only magazine with a playable PS3 Blu-ray disc

Playable Blu-ray disc
17 demos including FIFA 08, Tiger Woods 08, Harry Potter, NBA Live 08, Folklore, and Heavenly Sword.

First for PlayStation 3
This month: exclusive Call Of Duty 4 review and unveiling of Saints Row 2, plus Yakuza 3, Afrika, Ratchet & Clank and MGS4.

NEW ISSUE ON SALE 25 OCTOBER

myfavouritemagazines.co.uk

PLAYSTATION 3 PLAYSTATION PORTABLE PLAYSTATION 2

Only PSM3 brings you...

NEXT ISH DISC

5 things to remember this month

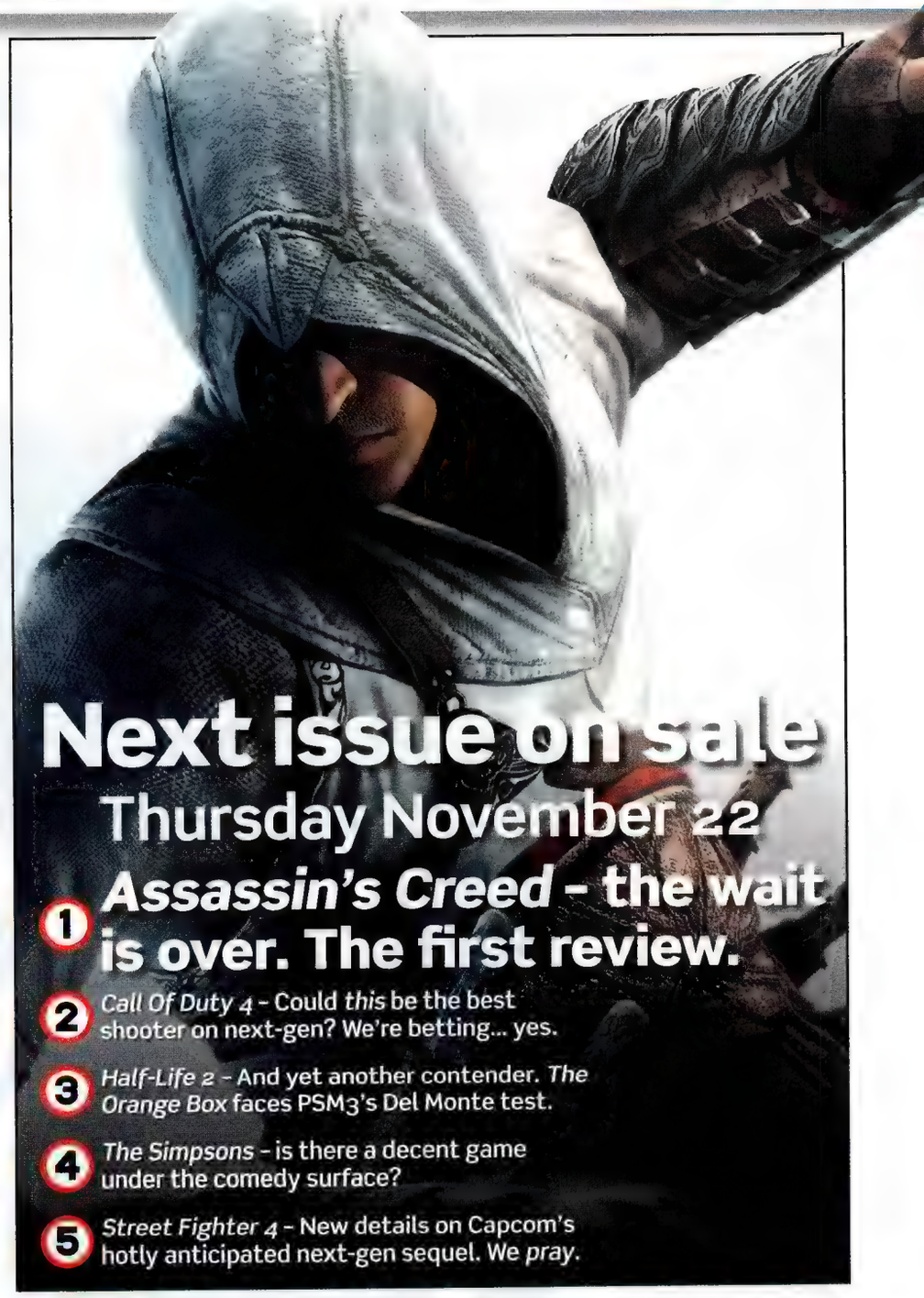
Now you *can* afford to buy a PS3
"And bag yourself *Resistance* and *Warhawk* with it"
page 52

The *Army Of Two* know how to swear
"Salem and Rios are forever cussing and aiming blows at each other."
page 20

***MGS4* offers new ways to play**
"There are three aiming modes, so you can play the game any way you want"
page 30

***PES 2008* isn't *great*, but still ace**
"Less balanced, but still the best next-gen football game. Buy with confidence"
page 62

Naked Raiden is still an *MGS* highlight
"A nice touch is being unable to hang from ledges to avoid exposure"
page 90



Next issue on sale
Thursday November 22

1. ***Assassin's Creed* - the wait is over. The first review.**
2. *Call Of Duty 4* - Could *this* be the best shooter on next-gen? We're betting... yes.
3. *Half-Life 2* - And yet another contender. *The Orange Box* faces PSM3's Del Monte test.
4. *The Simpsons* - is there a decent game under the comedy surface?
5. *Street Fighter 4* - New details on Capcom's hotly anticipated next-gen sequel. We *pray*.

Don't miss your copy of PSM3

Forget about endless trips around the shops, just fill in the form below and hand it into your newsagent to save yourself a whole world of hassle (feel free to copy the form).

Newsagent Order Form

Please reserve/deliver a copy of PSM3 every issue

Title/Mr/Mrs/Ms..... First name..... Surname.....

Address.....

.....

Postcode..... Daytime telephone number.....

Or get PSM3 delivered to your door every month - see page 50 for our amazing subscribers' offer or ring the hotline on 0870 837 4722

The PSM3 Team
Editor
Daniel Dawkins
Art Editor
Milf Coppock
Deputy Art Editor
Richard Broughton
Production Editor
David Cook
Reviews Editor
Nathan Irvine
Staff Writer
Andrew Kelly
Contributors
Angelo D'Argenio, Joel Snape, Steve Bailey, Justin Towell, Rachel Weber, Andy Hartup, Ben Richardson, Daniel Griffiths, Rob Hale

DVD Design and Animation
David Newman, Daniel Pearce
Music and Sound Effects
David Newman, Ronan McDonald
Additional Sound Effects
Liam Staines
Video Editing
Chaanah Carr, Liam Staines
BBFC Co-ordinator
Robert Fluellen
Studio Manager
Trevor Witt

Publisher
Richard Keith
Production Manager
Rose Griffiths
Senior Production Co-ordinator
Kirsty Bell
Advertising Director
Jayne Caple
Creative Sales Director
Scott Longstaff
Senior Advertising Manager
Lara Bakshi (01225 442244)
Classified Sales Executive
Craig Nutland
Non-Executive Chairman
Roger Parry
Chief Executive
Stevie Spring
Group Finance Director
John Bowman

Printers
Southernprint
Distributed by
Seymour Distribution Ltd
2 East Poultry Avenue
London
EC1A 9PT

Contact
PSM3, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
psm3@futurenet.co.uk

About Future
Future produces carefully targeted special-interest magazines, websites and events for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read or visit. Today we publish more than 150 magazines, 65 websites and a growing number of events in the UK, US and France. Over 100 editions of our magazines are also published in 30 other countries across the world. Future plc is a public company quoted on the London Stock Exchange (FUTR). All contributions submitted are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM3 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM3 is an independent PlayStation magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PS2, PS3, PlayStation, PlayStation 2 and PlayStation 3 are registered trademarks of Sony Computer Entertainment Europe Ltd. The text paper in this mag is totally chlorine free and certified in accordance with the rules of the Forest Stewardship Council.

gamesradar
www.futureplc.com
© Future Publishing Ltd 2006
Future

ABC PSM3 24,121 June to Dec 2006

Oh, Mr Driller... Noooo!

With the release of *Pro Evo 2008* on PS3, a lot of our favourite tricks - and most hated glitches - from *PES6* on PS2 are in mortal danger...

Having played *Pro Evo* (in its various guises) every lunchtime for the past *five years* – that's about 1,500 hours we could've spent learning French or researching Alchemy – we're not ashamed to say that we've got names, actual *human* names, for the game's tricks and pecularities. For example, a triple-tap cross (◎x3) is 'Mr Driller' since, er, it gets *drilled* into the box. "Quick, Mr Driller... Goal!". Bad news? The PS3 version is different and our 'friends' are in mortal danger...

Mr Driller

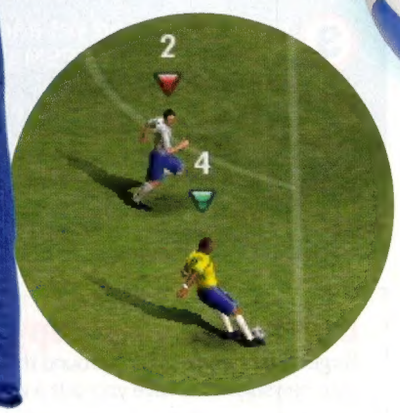
Situation Life Support

There was a time when a fizzing triple tap cross into the box – a 'Mr Driller' – led to a certain goal, but in *Pro Evo 08*, it's tragically slow and unreliable. Oh Mr Driller! What have they done ? Nurse, fetch the pillow... <Gnnnpppph>... Sob.

Tommy Tuck Up

Situation Alive and well

A 'Tommy Tuck Up', where *PES* just *creates* a goal – for example, off a bent last minute corner after you've spurned 26 shots – is, sadly, still part of the game.



Jimmy Ghost Legs

Situation Healthy

Yeah, good 'ol Jimmy Ghost Legs, as found in the body of Thierry Henry as he dances *through* five defenders and spirits the ball into the net. A relation of Tommy Tuck Up, no doubt.

Captain Panhands

Situation Godlike

If *PES6*'s goalie's were prone to a bit of 'Captain Panhands', then *Pro Evo 2008*'s have coated them in teflon, fried a block of lard and chipped the edges like a 50p. Hold it man! Bloody Captain Panhands, again...

PSM3
Next issue on sale
Thursday November 22
Subscribe today on page 50

TXT UK MOBILE GAMER

WWW.TXTUK.TV

TO ORDER TEXT: * PSM+CODE to 88066

OR CALL: 0906 517 1641 £1.50 per minute

MOBILE GAMES

PLAY THESE WICKED GAMES ON THE MOVE!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

12571

47571

44106

40439

42742

45736

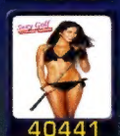
42427

42743

29330

43499

45441


40441

44157

25959

41031

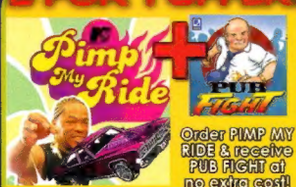
33597

PIRATES POKER

Want an exciting game of poker with the ultimate prize? Then Pirates Sexy Poker is the game for you! Don't just play for money, play for sexy Digital Playground vixens!

To Order, Text: PSM +43936 to 88066

2 FOR 1 OFFER!



Order PIMP MY RIDE & receive PUB FIGHT at no extra cost!

TEXT: PSM+20224 TO 88066

JENNA JAMESON!

See shooting star Jenna Jameson from her hottest side. Unrestrained, sexy, simply breathtaking! You cannot escape her!

QUALITY GAMEPLAY!

To Order JENNA JAMESON, Text: PSM +46384 to 88066

WALLPAPERS

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

47419

48910

49052

49032

47081

45478

44145

47203

42571

44113

46478

48282

31428

47621

32994

44444

33694

28878

41935

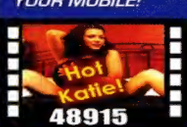
33675

48702

49071

MOVIES

WATCH HOT BABES AND CRAZY CLIPS ON YOUR MOBILE!



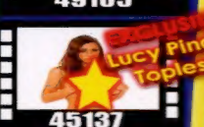
48915

47911

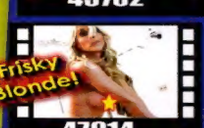
49121

49105

43762

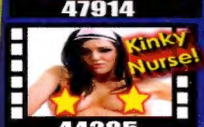


45137

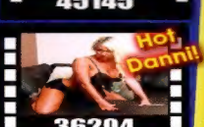


47914

45145



44285



36204

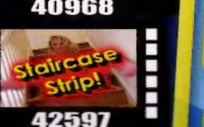
30150

43862

43869

40968

42685



42597

48052

47949

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

ANIMATIONS

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!

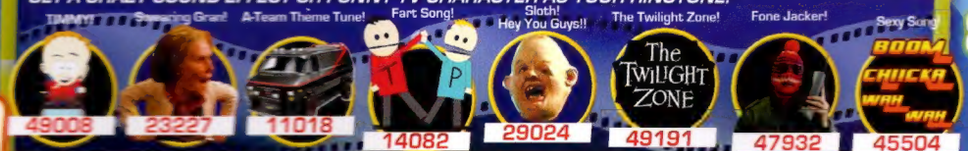
TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641

41273 23206 41923 36614 47980 13203 47495 46236

SOUND FX

GET A CRAZY SOUND EFFECT OR FUNNY TV CHARACTER AS YOUR RINGTONE!

TO ORDER text: PSM+CODE to 88066 or call: 0906 517 1641



49008 23227 11018 14082 29024 49191 47932 45504

88066

Graphics, Animations, Videos & Polys £4.50/€6. Games, Real & Fun Tones £6/€8

Calls cost £1.50 per minute from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Polyphonic Tones, Movies & Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Java GAMES charged as £6. Realtones, Sound FX & TVTones charged as £6. You will incur standard SMS, WAP and GPRS charges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible.You must have a WAP enabled phone to download content. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 4849000, Email : help@30ptones.com. Address PO Box 51727, London NW1 8ZF. Thank You. Copyright © 2005 Wonderphone.© 2005 Universal Interactive, Inc. Crash Bandicoot and related characters are ® and © of Universal Interactive, Inc. All rights reserved. Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc. All rights reserved. Leisure Suit Larry, Sierra and the Sierra logo are registePSM trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. CoverTones are impersonations, artist names are for information purposes only. This voicetone is an impersonation performed by a professional voice artist. It does not carry the approval or endorsement of the personality impersonated. HASBRO and its logo, TRANSFORMERS, the logo and all related characters are trademarks of Hasbro and are used with permission. © 2007 Hasbro. All Rights Reserved. © 2007 DreamWorks LLC and Paramount Pictures Corporation.

The KOEI logo is a trademark or registered trademark of KOEI Co., Ltd. All rights reserved. Bladestorm is a registered trademark or trademark of KOEI Co., Ltd. ©2007 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft and Xbox 360 are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!